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SILVER STAR STORY

PlayStation

LUNAR®

SILVER STAR STORY

We are delighted that you have chosen ***LUNAR:® Silver Star Story COMPLETE*** for play on your PlayStation® game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for RPG games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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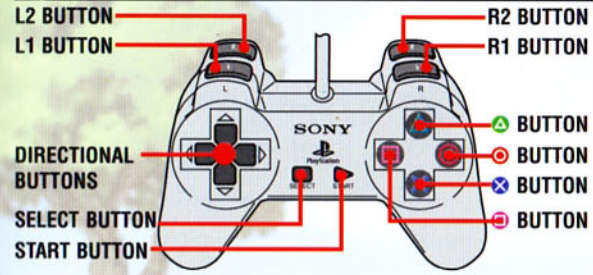
-PLAYSTATION® GAME CONSOLE-

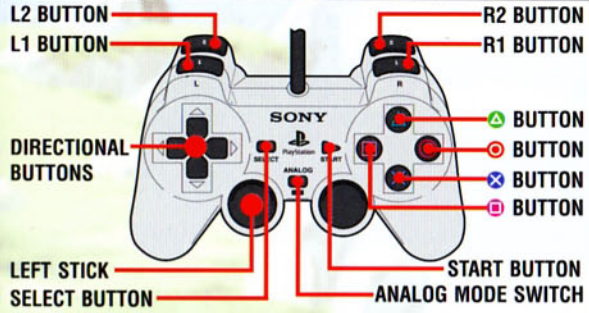
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the LUNAR® disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

-PLAYSTATION® CONTROLLER-

STANDARD CONTROLLER



DUAL SHOCK™ ANALOG CONTROLLER



Directional Buttons/ Left Stick	★ Moves characters. ★ Moves cursor on menu items and boxes that require a response.
Analog Mode Switch	★ Enables the use of the Left Stick.
Start Button	★ Not used.
Select Button	★ Opens and closes the Normal Menu.
△ Button	★ Returns to the previous screen during menu commands.
○ Button	★ Shortcut to Save screen. ★ Press once to exit to the top of the Menu, twice to exit.
× Button	★ Initiate conversations with townspeople. ★ Search for hidden items. ★ Confirm commands.
□ Button	★ Opens Normal Menu.
L1/R1 Button	★ Change characters on the Menu screens. ★ Displays current status. Press the Directional Buttons, or move the Left Stick to cancel. ★ Selects which Memory Card to save or load from.
L2 Button	★ Turns on or off the display for the spell names during combat.
R2 Button	★ Turn on or off the vibration for the Dual Shock™.

—YOUICHI MIYAJI, EXECUTIVE PRODUCER—
INTERVIEW

Q. Give us some history about Game Arts and what prompted you to start making games like LUNAR.

A. We established Game Arts fourteen years ago. There is a company name ASCII that was a partner of Microsoft; I don't know if you know or not but it was like Microsoft of Japan. We, seven friends and myself who worked at the game development division of that company, decided to form our own company and we developed a game called, "Thexer." That was the first game we made when we formed Game Arts. As for the LUNAR series we started the development about six years ago. This great game called Dragon Quest came out and after that there was a real RPG fad in Japan. Then Final Fantasy came out in Japan and we watched those games, and our Thexer game is an action game, and for that we could utilize our programming technique. We decided to challenge RPG games and our first project was LUNAR.

Q. Why did it take so long to make the 32-bit version of LUNAR?

A. It took about two years since the very beginning of the LUNAR project. After everybody became involved in the project, it took a little over a year. The difficult part that took quite a bit of time was from the planning stage to the formation of the main structure. And also because this is a computer game, the R&D takes quite a bit of time. In that sense, the time frame for two years for RPG games is not that long in my opinion.

Q. As the producer of LUNAR, can you please describe some of your duties?

A. I am the producer so before I make any choices, I work on the main scheme of the project and then I choose experimental methods, staff, and directors. For example, for LUNAR I oversaw and chose everything best in the scheme for the project. It depends on each product even with LUNAR. Usually Mr. Shigema who is the original designer, oversees the scenario and Mr. Kubooka oversees the animation. This is the basic line and the rest of the production companies and directors for each of the production companies will be different for each series.

Q. We know that you're working on converting LUNAR 2 to PlayStation, but everyone wants to know when do we get to see LUNAR 3?

A. Even though we would like to continue with the LUNAR series and we have some ideas in the works- we haven't started yet. The LUNAR series was more or less completed with I and II and as for the new version, if we can decide which is the best route to go, we plan to make it.

STORY

Lunar is a spectacular world filled with magic. Once, long ago, it was threatened with extinction by an evil force. At that time, four heroes arose and saved the world. The legend of these four heroes inspires many boys and girls, even today.

Alex is no different than any other kid his age. He has friends, three to be exact: Ramus the rotund dreamer. Nall, his constant companion (and the rumored offspring of a white dragon). And Luna, the orphan that Alex's parents took in.

Alex dreams of taking his friends on fantastic adventures like his hero, Dragonmaster Dyne. Dyne, one of the four heroes, is said to have perished under mysterious circumstances while safeguarding the Goddess Althena. A monument in his honor is erected just outside of Alex's village of Burg.

Alex visits Dyne's memorial nearly every day and dreams of the day he, too, will be able to go on an exciting journey. Just once, he longs to know how it feels to have that rush of adrenaline when facing off against life-threatening danger. Soon, much sooner than he can imagine, Alex will have the chance to find out...

CAST OF CHARACTERS

Alex

Alex dreams of one day becoming a Dragonmaster like his hero, Dyne. But to fulfill his dream, he must leave behind all that he holds dear. Much more is in store for young Alex than he realizes. Hopefully, he'll live long enough to tell about it!

CAST OF CHARACTERS

Luna

Alex's parents have taken care of Luna since she was a child. She is Alex's childhood sweetheart, though she'll never admit it. No one can match the power of her magical songs. Like most adolescents her age, she has many questions about herself. Unfortunately, they're about to be answered...

Nall

When Alex was a small child, a mysterious man gave his father this strange, winged, catlike creature that unfortunately grew up with an attitude. He tends to get Alex into a lot of trouble by smarting off at the wrong time. But, he'll get what's coming to him...sooner or later!

CAST OF CHARACTERS

Nash

This extremely overconfident magician's apprentice is an understudy to Ghaleon, the most powerful magician in Vane. If he isn't studying for his latest exam at the Magic Guild, he can be found trying to impress the woman of his dreams, Mia. Too bad Nash isn't as successful at trying to win Mia's heart as he is with magic.

CAST OF CHARACTERS

Mia

Mia is the daughter of Lemia, one of the Four Heroes, and the leader of Vane. Lemia has protected Mia from the outside world for so long that she is oblivious to the joys and hardships found in the world below. Despite her mild nature, she is actually a very powerful magician. If she could learn one new magic trick, it would be making Nash disappear.

CAST OF CHARACTERS

Kyle

After winning the approval of Master Mel of Meribia, Kyle was put in charge of protecting the Nanza Barrier. Despite his youth, he is a master swordsman, and well-respected by his loyal followers. He can't help but find himself attracted to Jessica, even though she can't stand his chauvinistic ways. He only has one flaw...his ego!

CAST OF CHARACTERS

Jessica

Jessica is the daughter of Master Mel, one of the Four Heroes, and the governor of Meribia. As an apprentice priest at Althena's Shrine, she is a master of healing spells. Don't let the sweetness she displays around her father fool you; Jessica is a very brave and independent woman. She is at constant odds with Kyle, hoping that one day he will treat all women as equals. (Yeah, right.)

CAST OF CHARACTERS

Ramus

Ramus is the son of the Village Elder in Burg and Alex's friend. He hopes that Alex will one day get over his fascination with Dragonmaster Dyne. His one ambition in life is to become filthy rich. He wants it all: fast horses, expensive food, and beautiful women. It's Ramus' craving for fame and fortune that starts Alex's adventure.

CAST OF CHARACTERS

Laike

Laike is an extremely talented swordsman who lacks the ability to use magic. This very helpful and very friendly man usually appears out of nowhere and sticks around just long enough to impart advice to Alex before disappearing from the scene. Never content to stay in one place, Laike is constantly wandering around the world. Just wait until his past catches up with him!

Quark

The Legendary white dragon Quark is rumored to live in the cave just south of the village of Alex's hometown, Burg. As the constant companion of Dyne, Quark once fought alongside the Four Heroes in order to protect the Goddess Althena, but no one has seen Quark since Dyne's untimely demise. Will Alex be able to find him?

CAST OF CHARACTERS

Mel As the leader of Meribia, Master Mel has earned the respect and loyalty of the townsfolk. He is known for his ferocious fighting style, which earned him the nickname "Hell Mel." After life in the spotlight as one of the Four Heroes, Mel settled down and fathered a child by the name of Jessica. She is Mel's pride and joy...his life.

Ghaleon Ghaleon is the premier of the Magic City of Vane, and the Magic Guild's most powerful sage. He has never quite been the same since he witnessed the death of Dragonmaster Dyne, his best friend. Whenever a threat to the Guild arises, Ghaleon applies all of his unrivaled wisdom and strength to snuff it out.

CAST OF CHARACTERS

Lemia Lemia is the leader of Vane, and the founder of the Magic Guild, which instructs others on how to unlock their magical abilities. In recent weeks, it seems that Lemia has been on the cranky side, becoming quite harsh in her treatment of the people. Even her own daughter, Mia, is wondering what is going on. Is it menopause or madness?

Dyne Dragonmaster Dyne had the ability to command and use the power of the four Dragons in order to protect Goddess Althena. Unfortunately, none of these powers could save him from perishing under mysterious circumstances. With each passing year, the legend of Dyne continues to inspire both boys and girls alike.

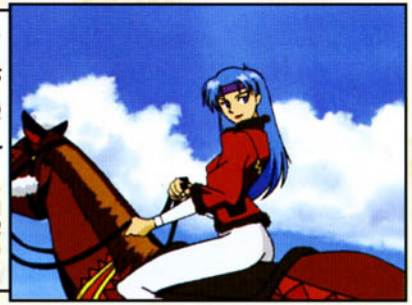
CAST OF CHARACTERS

Tempest

Tempest lives in the village of Pao, in the Stadius Zone. With the recent epidemic that has broken out in the Prairie, Tempest and Fresca are forced to leave their village in order to find a cure. Tempest is a very strong and brave fighter who doesn't back down from a fight. Hopefully, he's strong enough to face what lies ahead.

Fresca

Fresca's hometown of Pao has recently been struck with an epidemic that is slowly killing all of the inhabitants. With no known cure, Fresca and Tempest are faced with losing their entire village. With the village in these dire circumstances, she and Tempest decide to leave the village in order to find a cure before it's too late.



CAST OF CHARACTERS

Myght

With a severe case of body odor, Might stays hidden in his tower, away from the hare-brained people of the outside world. From this secluded location, he spends his time creating one invention after another. However, it is rumored that he is working on an incredible flying machine. Even more incredible than his legendary B.O.

Taben

Taben is an evil inventor who has begun work on a mechanized castle. He has enslaved the people of Talon in order to mine for the minerals that he needs to complete the fortress known as the Grindery. With the Magic Emperor backing him, Taben's Grindery will be unstoppable. Can Taben be stopped before he makes the Grindery operational?

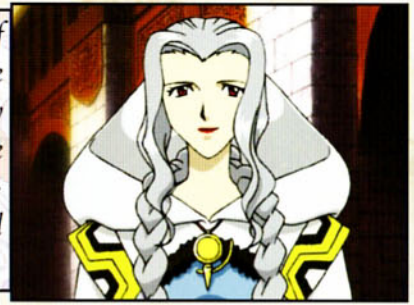
CAST OF CHARACTERS

Royce

Royce is a constantly busy prognosticator of the future who operates a small shop on Black Rose Street and consults with Lemia Ausa, the leader of Vane and the Magic Guild. While she doesn't mind peering into the lives of others, she keeps her own life to herself. Strangely, she and Nash seem to have a special bond...

Phacia

Phacia is the head priestess of Althena's Shrine, located at the foot of the Goddess Tower. Much like Althena, she has a friendly demeanor and a hypnotic beauty that dazzles anyone in her presence. In fact, many of the shrine's inhabitants are under the impression that she is the physical representation of Althena herself. Could it be true?



CAST OF CHARACTERS

Xenobia

Xenobia is the leader of the Vile Tribe that inhabits the Frontier. The Magic Emperor, with whom she is infatuated, has given her extremely powerful magical spells. One of her favorite spells allows her to mimic the physical appearance of another person. This hotty's going to make Alex's life very difficult!

Magic Emperor

With the added talents of Xenobia and Taben, the Magic Emperor has set in motion his plans to rule the world of LUNAR. As his power continues to grow, only a Dragonmaster will be capable of stopping him before he destroys all that Althena has built. Will Alex become a Dragonmaster in time?

—KEISUKE SHIGEMATSU, SCENARIO WRITER—

INTERVIEW – PART I

Q. You've written both novels and games, what are some of the differences?

A. As for the novel, it is a story where you construct a world that you are thinking of with your own senses. As for the game, someone will always be playing the game, therefore, the characters in the scenes cannot be cut off from the players. In the case of the novel, the issue is usually how to express the character's unique or strong personality. In game, however, if you assign too much personality to a character, the player might feel this is not me. Alex and the player have to become one. In the scenario, the village folks who surround him have to determine what kind of character Alex is. The people around him have to tell him what kind of person he is and the player has to recognize what kind of character he is from other people or from other events naturally. That kind of story setting is the difference between a game and a novel.

Q. Describe some of your early ideas about the story of LUNAR.

A. To set the stage on the moon was the very first step in this project. We also talked about what to do next and the first idea was that a boy would spread democracy there. That was the original idea.

Q. After your scenario is implemented into the game, what are some of the things you look at?

A. The plan we had for the game on paper regarding scenario, when actually played the game, sometimes it was not quite right. In the game, when an adventure takes place the village folks conversation could take on a different feeling about it. We reconstructed the scenario by taking into consideration things like whether the players were getting the correct information, if we hadn't lost the current goal in the game, if the players understand the story correctly, if the main characters principal role is conveyed, or if the cuteness of the heroine is getting through to the players.

Q. How did you go about showing the ever evolving relationship between Alex and Luna?

A. I thought that growth of mind would be shown through the RPG game. As a symbol of that I wanted to describe the changes that occurred between and within Alex and Luna. In that sense, the Alex who use to be considered as a little brother changed to someone who she thought she could rely on. Luna felt that her relationship was stable, but in the process of doing this adventure together, she notices that something was different. That feeling of uncertainty must also exist in Alex's mind. She realizes that her feeling is changing and although she can't tell if it is good or bad, she nonetheless realizes the change.

STARTING THE GAME

If the START button is pressed during the opening animation, the Title screen will be displayed. There are three options on the Title screen: **NEW GAME**, **CONTINUE**, and **OPTION**. Each of these commands are described below.

NEW GAME

Start the game. If this is the first time that the game is played, or to start from the beginning, choose **NEW GAME** on the Title screen. The game will start from the beginning.

CONTINUE

Load a previously saved game. After choosing **CONTINUE**, the Load screen will be displayed. The Load screen displays currently saved games and the **Restart** option. To help differentiate between different save files, each save file will list the following information: current location, Alex's level, and game time. To start the game from the beginning, select **Restart**.

It is possible to decide which Memory Card to use during a save or load. For a detailed description see page 38. To load a game, first select which Memory Card Slot to use by pressing the L1 or R1 buttons. Next, move the cursor to select which file to load. Press the ⊗ button. Confirm the decision to load the file by selecting, "**Yes**". The game will then load. To cancel, select "**No**". *Please do not remove the Memory Card during a save or a load.*

STARTING THE GAME

OPTION

Adjust game settings. Allows the following game settings to be changed: **Sound, Change Lines, Message Advance, Message Speed, Shock,** and **Name Spells** (described below). Each of these options can be configured before the game and also during the game by accessing Nall's System menu.

SOUND

Select how the sound is heard in the game: **Stereo** (*VERY* titillating!) or **Mono** (dull!).

MESSAGE SPEED

Changes the speed at which messages are displayed on the screen. There are three speeds: **Fast** (Nall), **Regular** (why yes, thank you!), and **Slow** (Ramus).

CHANGE LINES

Determines the order in which equipment and items are displayed in the Item window. If the option is set to **Equipment**, then equipment will be listed first in the Item window. If it is set to **Item**, items will be listed first, then equipment.

SHOCK

Activate or deactivate vibration for the Dual Shock™. Select "**Yes**" to have the shock active, or "**No**" to turn off the vibration.

MESSAGE ADVANCE

Decide how messages on the screen are advanced: **Auto** or **Manual**. **Auto** allows messages to advance without needing the confirmation of a button press. **Manual** requires that the ⊗ button be pressed before the next message is displayed.

NAME SPELLS

Determines if the names of the spells will be displayed on the Combat screen during combat. Select "**Yes**" to display the names, or "**No**" to turn off the display.

—KEISUKE SHIGEMATSU, SCENARIO WRITER—

INTERVIEW – PART II

Q. How did you go about revealing the uncertainty that Luna felt?

A. This time, with Mr. Kubooka's wonderful animation, we tried to express this feeling of uncertainty. There is a scene called "Luna on the Boat," where she sings a song that expresses this uncertainty she is feeling. There is a scene, where fireflies are flying that captured Luna's feelings. In the old version of LUNAR, we couldn't express this sentiment very well, so this time, we tried to rewrite this with all our energy and through that wonderful animation scene, it appeared as if the animation that resulted was as authentic as in a cinematic presentation that one would never expect to come from a game was created.

Q. How important is the music in the world of LUNAR?

A. I think the music is very important. There is a good chance that 70 - 80% of a scene's emotional impact can be attributed to the music. For example, this time we had the very talented Mr. Iwadare from the very beginning which was very lucky, I think.

Q. How do you view Ghaleon?

A. We made several version of LUNAR, but Ghaleon became the core of the LUNAR series in retrospect. He has such a complicated character that I don't even have a good grasp of him even now. This character is very interesting even when I'm writing the novel of LUNAR in terms of what his goals are, or how he wants to live. I think he might be a rather clumsy person.

Q. What about the relationship between Ghaleon and Dyne?

A. Ghaleon and Dyne were diametrically opposed characters, I think Ghaleon is the one who thinks about what is right and wrong in a logical sense, while Dyne processes things with his instincts. Ghaleon probably did not understand this quality in Dyne.

Q. How did you work with Mr. Kubooka in creating the characters for LUNAR?

A. We set up rough character notions and the scenario lines, e.g. the kind of things they say in conversation and biographic information along with their habits to Mr. Kubooka for his consideration. Then after a short period of time, he will make a rough pencil sketch. Given several choices, we pick the closest one and then Mr. Kubooka will refine that one. I don't get involved with the detail such as the design of the clothing worn, etc. For the male characters, Mr. Kubooka would only draw two or three choices, which is fine, but for the girls, he always drew so many female characters that I had a hard time choosing until the end.

NORMAL MENU

The Normal menu can be accessed by pressing the ○ button. The Normal menu allows magic and items to be used, weapons and armor to be equipped, or a character's status to be checked. By moving the Directional Buttons to the right or left, or by pressing the L1 or R1 button, additional party members can be selected. The Normal menu screen is described below.

NORMAL MENU SCREEN

MENU ICONS

The menu commands are in the form of icons. The four icons represent the following: **Magic**, **Items**, **Equipment**, and **Status**. *Note: When Nall is selected a special menu will appear. See page 38 for Nall's menu.*

(S) SILVER

Current amount of silver being carried by the group.

DISPLAY WINDOW

Shows the magics/skills a character has learned, or displays their personal inventory.

PARTY

Displays the characters who are currently in the group, and their current status. The status shows the character's name, current level, and the current/maximum value of HP and MP.

MESSAGE WINDOW

Displays currently selected option along with a brief description.

NORMAL MENU

MAGIC

Each of the characters in LUNAR has the ability to use magic or special skills (except for Ramus, he's a little on the on the slow side). When a character has been selected, the magic or special skill that they have learned will be displayed in the form of icons. Located in the Message window will be the name of the selected magic and a brief description. To the right of the Magic icon(s) will be the number of magic points required to use the magic, as well as the total number of available magic points. Make sure that the character has enough magic points available in order to cast the spell. *Note: If a magic name is not white, it can't be used at that particular time due to insufficient magic points or it's not applicable at that time.*

To cast a spell, first move the cursor to select a character that will cast the spell. Press the ⊗ button. Next move the cursor to the desired spell. Press the ⊗ button.

If the spell only affects one party member, a cursor will then appear around the characters at the top of the screen. Move this cursor to select which character will receive the spell. Then press the ⊗ button to cast the spell.

If a spell affects the whole party, simply press the ⊗ button to execute the selected spell.

NORMAL MENU

ITEMS

Item management. Each of the characters can carry up to six different items (not including weapons and protective gear) in their inventory. The Item menu is subdivided into three main areas: **Use Item**, **Give Item**, and **Drop Item**. Each of these options are described below.

USE ITEM

Use items to benefit the party. Only items that are highlighted in white can be used. To use an item, first select **Use Item** from the **Items** menu. Press the ⊗ button. Move the cursor at the top of the screen to select a character. Press the ⊗ button. Next, move the cursor to select an item. Press the ⊗ button.

A cursor will then appear around the characters at the top of the screen. Move this cursor to select which character will use the item. Press the ⊗ button. The character will then use the item.

If the selected item can be used to benefit the entire party, simply press the ⊗ button to use the item.

NORMAL MENU

GIVE ITEM

Trade items with party members. Weapons, protective gear, and items can be given to other characters. If a character is sitting down, they cannot use that weapon, protective gear, or item; however, they can carry the item in their inventory. A character will turn around if they are unable to receive an item at all. In order to give an item to another character, select **Give Item** from the **Items** menu. Press the ⊗ button. Then move the cursor to select which character will give the item. Press the ⊗ button. Next, after moving the cursor to select an item, press the ⊗ button.

A cursor will then appear around the characters at the top of the screen. Move this cursor to select which character will receive the item. Press the ⊗ button. The item will be placed into the character's inventory.

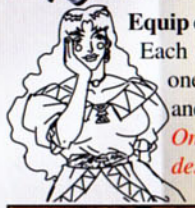
DROP ITEM

Discard unwanted items. To remove an item, first select **Drop Item** from the **Items** menu. Select which character will drop an item. Press the ⊗ button. Next move the cursor to select the item. Press the ⊗ button. To drop the item, select "**Yes**". The item will be discarded. To cancel, select "**No**". Since discarded items cannot be recovered, *use this command with extreme caution.*

NOTE: Some items cannot be dropped.

NORMAL MENU

EQUIPMENT



Equip or unequip weapons, protective gear, or items. Each character can equip up to six different items: one weapon, one armor, one helmet, one shield, and two accessories, such as rings or charms. *Note: Only items that are highlighted with bright white descriptions can be equipped.*

Before equipping an item, check the Display window to see what effect it will have on the character's status. The Display Window will first list which status will be affected (Attack, Defense, Wisdom, etc.), and the character's current numerical value for that status. The value on the far right will display what effect equipping the item will have on the character. If the number is written in red letters, the status will decrease. That's bad! If the value will increase the status, it will be displayed in green. That's Good!

To equip an item, move the cursor in the Item window and select an item. Press the ⊗ button. The item will then be placed in the character's Gear window.

To unequip an item, first select the item in the Gear window. Press the ⊗ button. The item will then be removed and placed in the character's inventory.

NORMAL MENU

STATUS

Character's current status. The Status screen is divided into two sections. The left side of the screen shows the character, their present level, present experience points, and the number of experience points to the next level.

On the right side of the screen are two groups of numbers. The numbers on the left show the current value of HP and MP, and the condition of the character without their weapon and protective gear equipped. The numbers on the right show the maximum value of HP and MP, and the current condition of the character with their weapon and protective gear equipped. Move the Directional buttons to the right or left to view the character's equipment and magic spells. L1 or R1 buttons will switch to another character.

HP
Hit points.

MP
Magic points.

ATTACK
Character's attack power.

DEFENSE
Character's defense power.

AGILITY
Character's reaction speed during battle. The character will react quicker when the value is higher.

WISDOM
The higher the value, the more effective a character's magic will be.

MAGIC EN
Magic Endurance. Ability to defend against magic attacks.

#ATTACK
Number of attacks. The number of times a character can attack consecutively during one round of combat.

RANGE
The distance a character can move during combat.

LUCK
The higher the number, the more damaging a character's attack will be. It also determines their success in avoiding enemy attacks.

NALL'S MENU

Nall has his own special menu in which to aid the party. Nall's menu is divided into four key areas: **System**, **Items**, **Tactics**, and **Formation** (described below).

SYSTEM

There are three System commands: **Save, Load,** and **Configure**. The Save screen allows the current game to be saved. The Load screen will display previously saved games that can be loaded. To change certain game settings, use the Configure screen.

SAVE

Save the game. To quickly access Nall's Save menu, press the ○ button. The Save screen is divided into three areas: the top of the screen displays which Memory Card will be used to save the game, the middle of the screen shows the save data slots, and the bottom of the screen shows current location, Alex's current level, and game time.

In order to save the game, first choose which Memory Card to use by pressing the L1 or R1 buttons. Next, select which slot to use to save the game. Press the ⊗ button. To confirm the decision to save the game, select "**Yes**". The game will then be saved. To cancel, select "**No**". *Please do not remove the Memory Card during a save or a load.*

LOAD

Load a previously saved game. The Load screen is divided into three sections: the top of the screen shows which Memory Card will be used to load the game, the middle shows the save data slots and the **Restart** command, and the bottom of the screen shows current location, Alex's current level, and game time.

In order to load a previously saved game, first use the L1 or R1 buttons to select which Memory Card will be used to load the game. Next, choose which data slot to use to load the game. Press the ⊗ button. Confirm the decision to load the game by selecting, "**Yes**". The game will then load. To cancel, simply select "**No**".

Also, on the Load screen, there is the **Restart** option. **Restart** allows the game to be started over from the beginning. To start a new game, select "**Restart**". Press the ⊗ button. To confirm the decision to start from the beginning, select "**Yes**". The game will start from the beginning. To cancel, simply select "**No**". *Please do not remove the Memory Card during a save or a load.*

NALL'S MENU

CONFIGURE

Change game settings. Allows the following game settings to be changed: **Sound, Change Lines**, **Message Advance**, **Message Speed**, **Shock**, and **Name Spells**. These options, even though they are identical to the options located on the Title Screen, are described below.

SOUND

Select how the sound is heard in the game: **Stereo** (*VERY* titillating!) or **Mono** (dull!).

MESSAGE SPEED

Changes the speed at which messages are displayed on the screen. There are three speeds: **Fast** (Nall), **Regular** (why yes, thank you!), and **Slow** (Ramus).

CHANGE LINES

Determines the order in which equipment and items are displayed in the Item window. If the option is set to **Equipment**, then equipment will be listed first in the Item window. If it is set to **Item**, items will be listed first, then equipment.

SHOCK

Activate or deactivate vibration for the Dual Shock™. Select "**Yes**" to have the shock active, or "**No**" to turn off the vibration.

MESSAGE ADVANCE

Decide how messages on the screen are advanced: **Auto** or **Manual**. **Auto** allows messages to advance without needing the confirmation of a button press. **Manual** requires that the ⊗ button be pressed before the next message is displayed.

NAME SPELLS

Determines if the names of the spells will be displayed on the Combat screen during combat. Select "**Yes**" to display the names, or "**No**" to turn off the display.

ITEMS

Item management. Nall can carry up to 96 items in his personal inventory. Nall cannot directly use items, but he can use them on the other party members. The Item menu is subdivided into three main areas: **Use Item, Give Item,** and **Drop Item**. Each of these menus are described below.

USE ITEM

Use items to benefit the party. Only the items in Nall's inventory that are highlighted in white can be used. To use an item, first select **Use Items** from Nall's **Item** menu. Press the ⊗ button. Next, move the cursor to select an item. Press the ⊗ button.

A cursor will then appear around one of the characters in the party. After selecting which character will use the item, press the ⊗ button. Nall will then use that item to benefit the character.

If the selected item will benefit the entire party, simply press the ⊗ button to have Nall use the item on the party.

GIVE ITEM

Trade items with party members. Weapons, protective gear, and items can be given to other characters. If a character is sitting down, they cannot use that weapon, protective gear, or item; however, they can carry the item in their inventory. On the other hand, some characters will not accept certain items. A character will turn around if they are unable to receive the item. To have Nall give an item to another character, select **Give Item** from Nall's **Items** menu. Press the ⊗ button. Next, move the cursor to select an item in his inventory. Press the ⊗ button.

A cursor will then appear around one of the characters at the top of the screen. Move this cursor to select which character will receive the item from Nall. Press the ⊗ button. The item will then be transferred from Nall's inventory to the character's inventory.

DROP ITEM

Discard unwanted items. To discard items from Nall's inventory, first **Drop Item** from Nall's **Items** menu. Press the ⊗ button. Next, move the cursor to select an item. Press the ⊗ button. To have Nall drop the item, select "**Yes**". Nall will discard the item. To cancel, select "**No**". Since discarded items cannot be recovered, *use this command with extreme caution. Note: Some items cannot be discarded.*

TACTICS

Set battle tactics. The Tactics screen allows three different predefined combat strategies to be configured for the party. The Tactics screen can be used to program how a character reacts during one round of combat. The Tactics screen is divided into two sections. The top of the screen displays the characters and their commands. The bottom half shows the current tactic: **one**, **two**, or **three**. A box will be placed around the currently selected tactic.

To create an effective tactical system, carry out the following commands. First, move the cursor to right or the left to select which tactic to setup. Once a tactic has been chosen, move the cursor up or down to select a character. Once a character has been chosen, press the ⊗ button. Next, decide how the character will react during battle. This is done in the form of six icons: **Command**, **AI**, **Attack**, **Magic**, **Items**, and **Defend**. These icons are described below.

COMMAND

Allows the character's actions to be programmed manually during combat.

AI

Artificial Intelligence. The computer will decide how the character reacts during combat.

ATTACK

The character will attack, or move to attack the closest enemy.

MAGIC

The character will use a selected magic during combat.

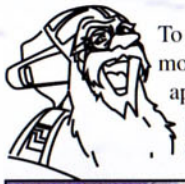
ITEMS

A selected item will be used during a battle.

DEFEND

The character will try to defend from an attack.

NALL'S MENU



To decide how a character should react during battle, move the cursor to the right or the left to select the appropriate action. After an action has been selected, press the ⊗ button. The character will then carry out that command.

If **Items** is selected, the character's inventory will be displayed. Next, move the cursor to select the item. Press the ⊗ button. The character will then use that item during combat. Remember, only items that are highlighted in white can be selected. *NOTE: Once the selected item is gone, the character will default to DEFEND.*

If **Magic** is selected, all of the spells a character has memorized will be displayed. Move the cursor to select the desired spell. Press the ⊗ button. The character will then cast the spell during combat. *NOTE: Once the character's MP is depleted, the character will default to DEFEND.*

There are times when characters will not execute the tactical options that have been selected. This is usually due to the fact that the character doesn't have enough MP or items to carry out the specified action. Before combat, make sure each character has enough MP or items to carry out their programmed tactic. When a character is unable to do the programmed option, the option will be grayed-out on the Tactics screen.

NALL'S MENU

FORMATION

Change attack formation. The Formation screen is divided into two sections: the box on the left of the screen shows the current, or old, configuration, while the right box shows the repositioned, or new formation. When arranging the characters it is best to put stronger characters in the front while keeping the weaker characters toward the back. This way the enemy will generally attack the characters in the front while leaving the others alone.

A box will be displayed around the currently selected character. Use the Directional buttons to move the character to the desired location. Once the character is moved, or if no change is necessary, press the ⊗ button.

Once all of the characters are moved, the following menu options will appear: **Ok**, **Adjust**, or **Cancel**. Choose **Ok** to have the character order changed to the current configuration, **Adjust** to modify the current arrangement, or **Cancel** to exit the Formation screen and leave the options as they were.

COMBAT MENU

When exploring certain areas in the game, the characters will come face-to-face with some of the most fearsome beasts ever beheld. The only way to successfully defeat these creatures is to master the Combat menu. Take the time to become familiar with it; otherwise, there's only one butt that's gonna get kicked! Just a little hint: it's not the enemy's.

COMBAT MENU SCREEN

MENU ICONS

The combat menu is done in the form of icons. The four icons represent the following: **AI**, **Command**, **Tactics**, and **Run**.

BATTLEFIELD

Shows the progression of the battle.

ENEMY WINDOW

List the monster's name(s) and the number that are attacking.

STATUS

Displays the characters who are currently in the group, and their current status. The status shows the character's name, current level, and the current value of HP and MP.

COMBAT MENU

CHECK THE CHARACTER'S STATUS

It is necessary to watch the character's status during combat to see how well they are doing. There are four colors (green, white, orange, and red) that represent the current status of a character's HP or MP. Consult the box to the right for the HP or MP percentage values for each color.

COLOR	% OF HP/MP
Green	100
White	99-50
Orange	49-25
Red	24-0

CHANGES TO THE CHARACTER'S STATUS

Since the majority of the enemies have the ability to cast magic spells, one of the party members is bound to get nailed. A character can be in one of the following conditions: **Good**, **Poison**, **Stoned**, **Confuse**, **Sleep**, **Mute**, **Paralyze**, or **Faint**.

GOOD

The character's status is normal.

POISON

If a character is poisoned, their HP will gradually decrease during combat.

STONED

The character cannot move, but they can be healed by magic or special items.

CONFUSE

The character has been knocked senseless and will attack anyone within range.

SLEEP

Cannot carry out commands. After being attacked, they will awaken.

MUTE

The character has been silenced and is unable to utter a spell.

PARALYZE

The character will not move, and it is difficult to heal them.

FAINT

Gone, comatose, dead, wasted. The character is useless until they're resurrected.

COMBAT MENU

CHANGES TO THE CHARACTER'S STATUS (CONT.)

When there are changes to a character's status during battle, a number will appear next to them showing the effect on the character. The number will be color coded and have the following effect on the character.

WHITE

This displays damage to a character's HP.

GREEN

Recovery of HP and/or MP.

RED

Displays a critical hit to the character's defensive abilities.

ORANGE

An increase in attack power.

YELLOW

Displays the damage done when a character has a special item to ward off an attack.

BLUE

An increase in defensive power.

AI

Artificial Intelligence. The computer will decide how all of the characters will react during battle. Once AI has been activated, the characters will battle vigorously until the battle is either won or lost. The AI icon will appear in the upper right hand corner until the battle is finished, or AI is cancelled. To cancel AI, simply press the △ button. After the current round of combat, the Combat menu will be displayed.

COMBAT MENU

COMMAND

The option allows command options to be selected for each individual party member. Each character can choose from these six commands: **AI**, **Attack**, **Magic**, **Items**, **Defend**, and **Run**.

AI

Artificial Intelligence. The computer will decide what action the selected character will take during combat. Unlike the AI command from the main Combat menu, the Command/AI only automates the character that is selected and not the whole party.

ATTACK

During combat, the character will use their weapon to try and obliterate the enemy. After choosing Attack, move the cursor on the screen to select which enemy will receive the brunt of the assault. Press the ⊗ button. The character will attack that enemy.

MAGIC

Use spells or skills. After selecting the Magic icon from the Command menu, a list of spells/skills a character has learned will be displayed. Move the cursor to select a magic or skill. Press the ⊗ button. Next, choose who to cast the spell on, friend or foe. Press the ⊗ button. Once combat begins, the character will cast the spell.

ITEMS

Use items during combat. After selecting the Item icon from the Command menu, the character's inventory will be displayed. Move the cursor to select an item. Press the ⊗ button. Next, choose who will receive the item. Press the ⊗ button. Once combat begins, the item will be used. Items that are not highlighted ***cannot*** be used.

DEFEND

Defend against enemy attack. After selecting the Defend Icon, an apparition will appear. Move the apparition to a safe location on the screen. Press the ⊗ button. Once combat begins, the character will then move to that location.

RUN

Selecting this option will make ***ONLY*** the selected party member attempt to run away. If they are successful in retreating, they will not receive any experience points.

COMBAT MENU

TACTICS

Battle Strategies. Use strategies that can be set up under Nall's Tactical menu. There are three tactical icons, as well as the Command icon, on the Tactical Menu. If the Command Icon is selected, then individual commands can be set for each party member. To use a tactic, select which one to use by moving the cursor to the desired tactic. Press the ⊗ button. The character will then perform their assigned tactics. After the tactics are carried out, the Combat menu will once again be displayed. The tactical option lasts only for ***ONE*** round of combat.

RUN

Flee from battle. After selecting this command the entire party will try to flee from the attack. However, escape is not always possible. If the party is unable to escape, they'll have to endure a round of pummeling before they can fight back. If they do run away successfully, no experience points will be rewarded.

Characters must receive experience points in order to increase their levels. If their levels don't increase, their physical strength, skills, or magical abilities will not increase. This will obviously lead to them getting a severe thrashing during a battle. Of course, nothing can compare to the many frustrating hours that one would have to endure raising a character's level in order to beat a boss. *Be wise, don't run away from battles unless absolutely necessary!*

COMBAT MENU

DEATH

The end of it all. If all of the party members are killed during combat, the Load screen will appear. To avoid unwanted setbacks, save frequently! Nothing sucks more than having to replay a whole section of the game just to get back to where the characters died. *Remember, save is your closest friend.*

To load a game, first select which Memory Card Slot (see page 38 for a detailed description) to use by pressing the L1 or R1 buttons. Press the ⊗ button. Next, move the cursor to select which file to load. To load a previously saved game, choose a save file to use. Press the ⊗ button. Confirm the decision to load the game by selecting "**Yes**". The game will load. To cancel, simply select "**No**". *Please do not remove the Memory Card during a save or a load.*

RECOVER HP AND MP!

Before leaving a town or journeying into a dungeon, make it a habit to visit a Goddess Statue. Usually a statue can be found in every town and temple. Make sure to take advantage of their mystical healing power. These statues are rumored to be in the form of Althena and can be used to recover the HP and MP of the party members. To recover HP and MP, simply press the ⊗ button while standing next to the Goddess Statue. The HP and MP will be recovered for each character.

–ISAO MIZOGUCHI, MUSIC–
INTERVIEW

Q. Where do you usually decide to put songs for a game?

A. Well, at the beginning everybody tends to decide where to put the songs in, and they will make the game so that particular spot will be the highlight of the game. Usually before the singers sing the songs I temporarily sing the songs and record them and I give the tapes out, to everybody, to each creator. Therefore until the games are completed, for nearly a year or so everybody has to listen to my song and some people can't stand listening to my voice.

Q. How did you go about casting the voices for the characters?

A. We receive a paper with a character explanation on it and what kind of voice we should attach to it. There are many voice actors in Japan we pick them out from many different voice production companies. In the case of LUNAR, we had many auditions to choose from.

Q. How do you choose which voice actor would fit each part?

A. I pre-selected a few candidates and either the designer or scenario writer will choose the finalist with me after the audition. With a voice attached to a character, it can become very sexy and you can almost smell the person. The image of real human beings spreads into everybody. At that moment we gain a sense of reality.

Q. How did you and Mr. Iwadare go about creating the music for LUNAR?

A. We made this game a little different from the previous ones. Before when we received the work from each game company's producer, for example, each scene that require the music, scene by scene, and we made each song accordingly. But for LUNAR, we said we don't need that. We don't have to make each song, but first let us make the big theme. And we ask them to please give us about two months to make this theme music. And we told them that we would make other songs to match the big theme music.

Q. Is there anything that you regret with the sound?

A. Among the machines we use for existing computer games, it is good although I would like to see the quality we could listen to by audio monitor. We made it less than half by dropping the sampling data and its too bad. It becomes half the sound since the time of our recording in reality. We've been very picky about low sound quality sometimes, but all those sounds get cut off and that's very regrettable. When we get better equipment for better sound, we will give you better quality. Everyday there is progress...

SHOPS

As Alex and his party journey to new and exciting lands, make sure to visit all of the many towns and villages along the way. Upon arriving in a new town, make it a habit to visit the local shops to upgrade weapons, protective gear, or items. If funds are becoming low, sell the character's unwanted equipment for some cold hard silver. Then use that silver to invest in the latest and greatest weapons and protective gear. Doing so will make them more effective during combat. Don't forget to stock up on items. Items are essential in keeping the characters in good health during their journeys. The shop and its two options, **Buy** and **Sell**, are described below.

SHOP MENU SCREEN

PARTY

Displays characters in the party. If the character doesn't move at the top of the screen, they cannot use or equip the item.

(S) SILVER

Amount of silver the party has collected.

ITEMS

Displays weapons, protective gear, or items that are for sale. The name of the weapon, protective gear, or item will be displayed along with a brief description. The purchase price is displayed above the party's silver.

STATUS

Displays the effect of equipping the weapon or protective gear to the character.

SHOPS

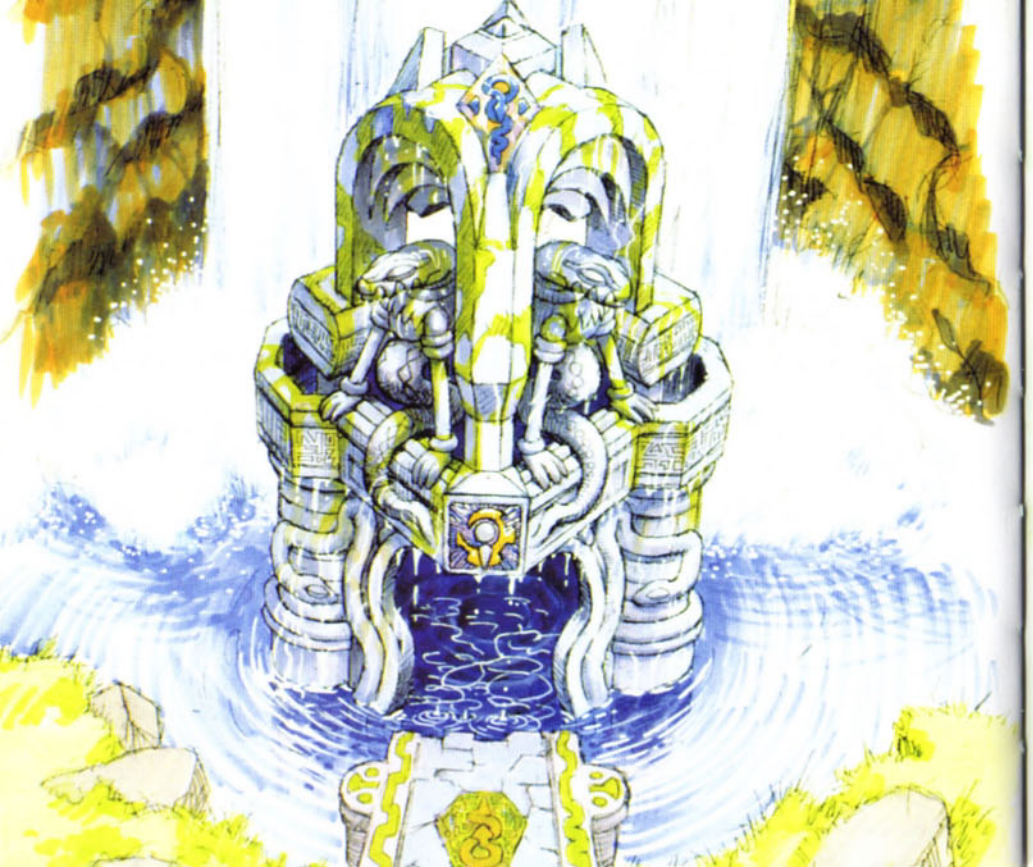
BUY

Purchase Goods. After selecting **"Buy"** from the menu, move the cursor to select which character will purchase an item. Press the ⊗ button. Now select some equipment to purchase. Press the ⊗ button. There are three options to choose from: **Equip**, purchases the item and automatically equips it to the character; **Buy**, purchases the item and places it in the character's inventory; or **Cancel**, voids the transaction. After selecting "**Equip**" or "**Buy**", simply press the ⊗ button to purchase the item. To stop the purchase, select "**Cancel**". The equipment will not be purchased.

There are a couple of things to remember when purchasing weapons, armor, and items. First, if an item is not written in white letters, the characters do not have enough silver to purchase it. Second, if a character doesn't move, they are unable to equip that weapon or protective gear. Finally, before purchasing weapons and protective gear for a character, make sure that they increase their attack or defensive power. Usually, it's best only to purchase items that improve a character's status.

SELL

Sell Goods. Before selling an item, remember that most items will be sold at half their purchase price. To sell an item, select "**Sell**". Press the ⊗ button. Next, move the cursor to select which character. Press the ⊗ button. After choosing an item to sell, press the ⊗ button. To confirm the decision to sell the item, select "**Sell**". The item will be sold and removed from the character's inventory. To stop the sale of the item, select "**Cancel**". The item will not be sold. Make sure not to sell an item that may be needed later. *Note: Some items cannot be sold.*



—NORIYUKI IWADARE, COMPOSER—
INTERVIEW

Q. Did you have any formal training?

A. Since I was little, I took piano lessons and also played the trombone in a brass band. I entered a musical college and studied about synthesizer related subjects. After that I used to play keyboard in bands at various places. I entered a company that made game music through an introduction by a friend. I then started to compose game music. Eventually, I encounter the company Game Arts and the work in LUNAR. Through LUNAR I have come to be recognized.

Q. How do you try to convey the emotion of the game in your musical scores?

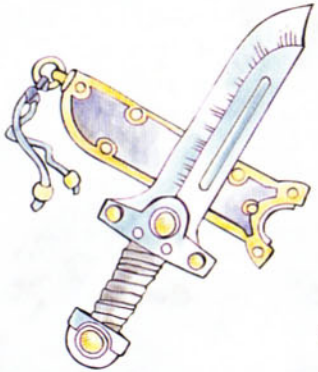
A. I'm not sure if it is true for the entire world, but I believe, the music that moves people's hearts originates from the one's own heart. Personally, I try to call upon my own experience when I have been sad or happy, joyful or hard; I try to incorporate the images from those experiences in the melody line of the music I write. I am not sure if this will be accepted by everybody, but this process seem to work for me. LUNAR was published and well received by the public. I am trying to express myself according to my honest emotions.

Q. How do you go about writing music for an RPG?

A. In the role-playing game, there are about four typical scenes: town or village, dungeon, battle, and fields where characters walk, and of course opening and ending, but those four scenes. First as to the town scene, to distinguish it from the battle scenes, I try to choose music that is peaceful and relaxing. The music for the dungeon scenes are tense with a touch of fear because when you are deep inside the cave, anything could emerge from the dungeon. In some segments we have to run quickly to escape and in those segments, I choose a busy, anxious, rushing kind of music. There are two types of dungeons, natural ones like caves, and then the man made type like underground walkways. My choice depends on the scenery or even the color of the scenery. In the battle scenes, I personally don't like battles so rather than providing fighting songs, I write music that would encourage the person battling to have courage in their fight. In the field type scenes, I provide a song reflective of walking from one town to the next. I try to make a song with an encouraging feeling in mind.

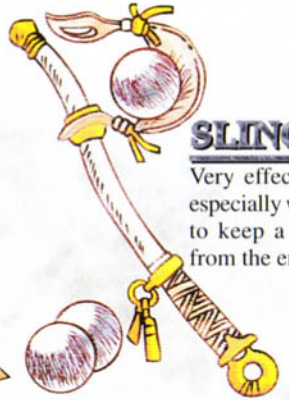
Q. How many pieces of music did you create for LUNAR?

A. The total number of pieces of music is now over a 100 in number which is three times as many as before. These reflect the conception I had of LUNAR in my mind. I wasn't sure how I did initially, but the people's reaction relieved me since it was very favorably received.



DAGGER

This small dagger has a very low attack level. But, most characters can use it.



SLING

Very effective in battle, especially when you want to keep a safe distance from the enemies.

LONG SWORD

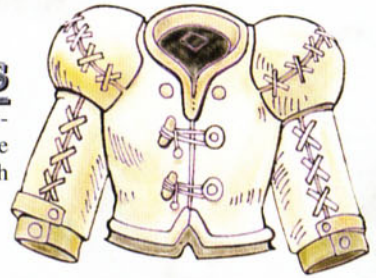
The slender blade and light handle makes this sword easy to use. In the right hands, it can be a very powerful weapon.

FIRE ARMLET

Used to identify all those who study magic. It is believed that the Goddess Althena protects those that wear it.

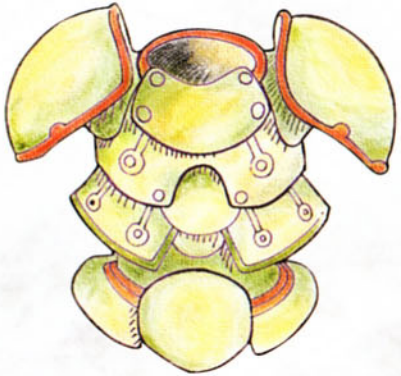
LEATHER CLOTHES

Low protective power; however, most characters should be able to wear these stylish clothes.



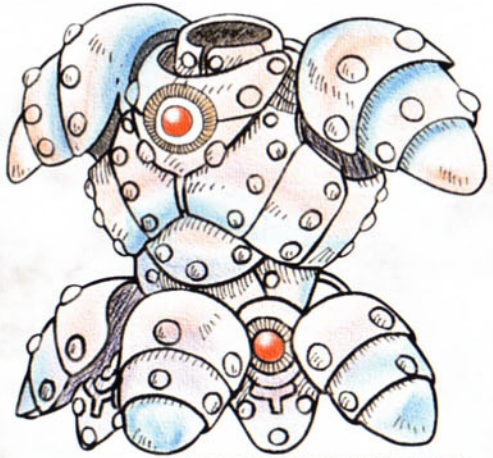
HEAVY CLOTHES

These durable clothes are worn by travelers for protection from the elements. They offer low protection in battle.



IRON ARMOR

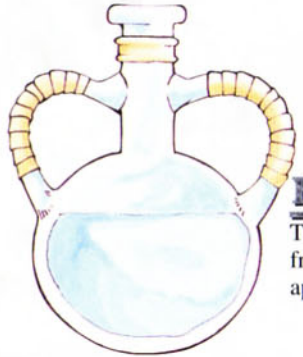
Offers good protection from close attacks. Since it is made from iron plates that are riveted together, it is a bit heavy and cumbersome.



PRAIRIE ARMOR

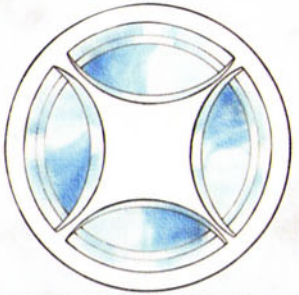
This armor offers good protection from enemy attacks. It is made by fusing together the shells from bizarre creatures that live on the southern continent.

-WEAPONS, ARMOR, & ITEMS-



HOLY WATER

This will neutralize the poison from monsters if it is sipped or applied to wounds.



STAR LIGHT

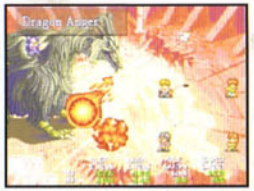
These mystical items are able to revive some of the character's magic power.

HERB

This herb can be used to recover the HP of Alex and his friends. However, its healing power is quite low.

MAGIC

LUNAR is a world filled with magic. With all of the many different branches of magic, Alex and his companions are each adapted to a certain field of magic. For instance, Nash's magic is mainly offensive while Jessica's magic is used for healing. Magic abilities will increase when levels are gained. The following pages will preview the magics available for each character.



MAGIC

Each character's magic has an effective range. A magic might affect just one character/enemy, or several characters/enemies. The chart below is a key to the range notations (labeled as "R") that are found in the following charts.

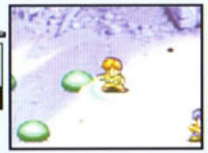
	Magic Effect: Only affects the selected ally.	
	Name: One Ally.	Abbreviation: 1A
	Magic Effect: Affects all of the allies in the party.	
	Name: All Allies.	Abbreviation: AA
	Magic Effect: Affects only the allies that are in a selected area.	
	Name: Ally Zone.	Abbreviation: AZ
	Magic Effect: Only benefits the person casting the spell.	
	Name: One's Self.	Abbreviation: OS
	Magic Effect: Affects only the selected foe.	
	Name: One Enemy.	Abbreviation: 1E
	Magic Effect: Affects every single enemy on the screen.	
	Name: All Enemies.	Abbreviation: AE
	Magic Effect: Enemies located in a selected area will be affected.	
	Name: Enemy Zone	Abbreviation: EZ
	Magic Effect: Affects only the enemies that are in the line of attack.	
	Name: Single Line.	Abbreviation: SL

Alex

SWORD DANCE

Alex strikes one unfortunate enemy with a rapid series of devastating slashes.

MP: 6 R: 1E



EXPLOSION STAFF

Alex will leap into a group of enemies, proving white men can jump, and trigger a fiery blast.

MP: 9 R: EZ

FLASH CUT

Alex dashes across the battlefield and leaves large cuts in his enemies' guts.

MP: 18 R: AE

VIGOR

Alex magically pumps up his own attack power.

MP: 10 R: OS

DRAGON PROTECT

Everyone in Alex's party is shielded from the effects of one enemy spell.

MP: 60 R: AA

DRAGON ANGER

Alex rains down very large and very damaging fireballs upon his foes.

MP: 35 R: AE

DRAGON HEALING

Alex restores everyone in the party to full health, including himself.

MP: 40 R: AA

DRAGON GRIEF

All the enemies are sucked into a magical limbo, bringing a swift end to the battle.

MP: 15 R: AE

MAGIC

Luna

HEALING SONG

Luna uses her magic to heal the wounds of one ally.

MP: 4 R: 1A

PURITY SONG

Luna cures the illness(es) of one party member.

MP: 4 R: 1A

CASCADE SONG

One character's attack and defensive power is boosted by Luna's sweet voice.

MP: 10 R: 1A

ESCAPE SONG

Luna uses the power of her golden pipes to scare away all the monsters.

MP: 10 R: AE

TEMPTATION SONG

Luna puts every monster on the battlefield into a deep sleep.

MP: 8 R: AE

TRANQUIL SONG

Luna croons a tune to restore some HP to every character.

MP: 15 R: AA

MAGIC

Nash

THUNDERBOLT

Nash chooses one unlucky foe to receive the gift of electricity.

MP: 15 R: 1E

THUNDER BOMB

A group of enemies is showered with violent voltage.

MP: 6 R: EZ

THUNDER THRUST

Every enemy on the battlefield is jolted for heavy damage.

MP: 18 R: AE

SPARK BALL

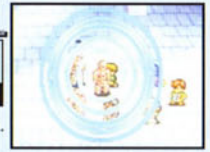
Nash shocks a group of enemies into temporary paralysis.

MP: 10 R: EZ

SLEEP

Nash tells stories about himself to put a group of enemies into a coma.

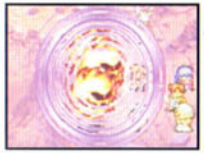
MP: 9 R: EZ



CONFUSION

Nash uses his hocus-pocus to baffle a group of enemies.

MP: 7 R: EZ



MAGIC BOX

Nash silences a group of enemies to prevent them from casting spells.

MP: 8 R: EZ

STONE

Nash turns a group of enemies into statuesque versions of themselves.

MP: 6 R: EZ

MAGIC

Jessica

HEAL LITANY

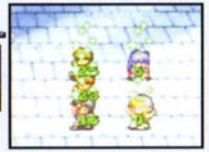
One character regains a moderate amount of HP.

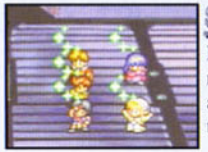
MP: 4 R: 1A

CALM LITANY

Everyone in the party regains some (but not all) of their precious HP.

MP: 15 R: AA





SAINT LITANY

Every character regains a small amount of HP at the end of each turn.

MP: 12 R: AA

AITHENA LITANY

Jessica restores every single HP to a single lucky adventurer.

MP: 10 R: 1A

MIRACLE LITANY

Jessica calls upon the Goddess to resurrect one fainted friend.

MP: 20 R: 1A

CLEANSE LITANY

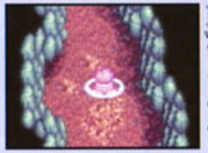
Jessica cures one character of bad conditions – poison, muting, halitosis, etc.

MP: 4 R: 1A

FEAR LITANY

Jessica scares the bejeezus out of a single enemy, who flees the battle.

MP: 6 R: 1E



ESCAPE LITANY

The entire party teleports to the entrance of the current dungeon.

MP: 20 R: AA

MAGIC

Mia

FLAME BOMB

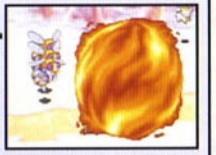
Always concerned with cleanliness, Mia gives a fireball shower to one enemy.

MP: 13 R: 1E

FLAME CIRCLE

Mia uses this fiery spell to badly burn a group of enemies.

MP: 7 R: EZ



FLAMERIA

Massive swords of magical fire rain down from the sky, putting the Ginsu to shame.

MP: 30 R: AE

POWER DRIVE

Mia raises the attack power of a friend, because it's the right thing to do.

MP: 11 R: 1A

ICE LANCE

Mia impales a single enemy with a criss-cross of giant icicles.

MP: 5 R: 1E

ICE WALL

Mia bombards a group of enemies with big nuggets of frozen water.

MP: 15 R: EZ

BLIZZARD

A raging snowstorm blows across the battlefield, chilling out all the enemies.

MP: 10 R: AE

ICE SHELL

Mia increases the defensive strength of one ally – the hard way. Brrrr!

MP: 11 R: 1A

MAGIC

Kyle

POWER SLASH

Kyle dishes out one massive hack to one monster of any size.

MP: 6 R: 1E

POWER SWEEP

Kyle swings his sword in a massive arc, hitting any nearby critters.

MP: 9 R: AZ

SONIC RISER

Kyle fires an energy bolt across the battlefield, hitting any monster in its path.

MP: 14 R: SL

POWER UP

Kyle boosts his attack power a smidge, giving his ego a boost as well.

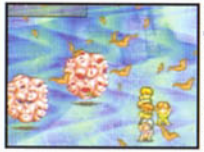
MP: 8 R: 0S

Tempest

FLASH ARROW

Tempest lobs an explosive arrow at an unwary group of enemies.

MP: 8 R: EZ



FLASH WIND

Tempest calls upon the forces of nature to blow all the monsters off the battlefield.

MP: 10 R: AE

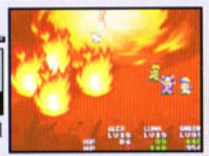
MAGIC

Ghaleon

INFERNO

Supernatural flames engulf every monster on the battlefield, and kill them.

MP: 14 R: AE



NITRO DAGGER

Explosive shards of magical ice strike all the monsters, and destroy them.

MP: 14 R: AE

TORNADO

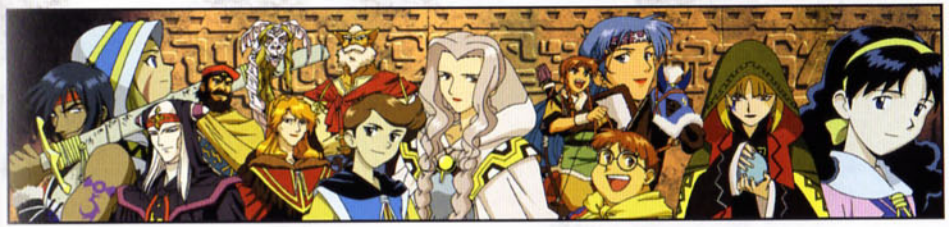
A vortex of wind picks up and then drops the monsters from a great height. They don't survive.

MP: 10 R: AE

ROCK 'N' ROLL

Dozens of bouncing boulders fall onto all the monsters, and crush them.

MP: 10 R: AE



—TOSHIYUKI KUBOOKA, ART DIRECTOR—
INTERVIEW – PART I

Q. What makes LUNAR so appealing to the public?

A. I think it is because the characters are vividly depicted. The scenario writer and I, and of course all the others, took great care as to how we were going to depict each character. I feel that the people who are very fond of Lunar were able to sense that fact in some way or another from the production. Otherwise, I think Lunar is different from similar video games because it has a much simpler story.

Q. What was it that made LUNAR an interesting project for you?

A. Usually, when you are involved in a production as an animator, your involvement is very restricted. For instance, as an animator, you might work on illustrations only, or on character designs only. There aren't very many chances to take part in the entire making of the production. But in the case of Lunar, I was able to be involved in not only the plot, but also the scenario, and even part of the game making. That made it very challenging and worthwhile, and I was able to have a different experience that wouldn't normally be possible in other animation works. Of course there were difficult times, but I myself was able to have a lot of fun.

Q. What were your inspirations for the overall art direction of LUNAR?

A. I have gained inspiration from many productions, and I cannot pinpoint any of them specifically at this moment. I could say my inspiration is from the accumulation of the many past works I've done, movies I've seen, etc.

Q. What are some of the differences in creating animation for a film versus animation for a game?

A. The difference is that in games, it is a rule that the main character is equivalent to the player, and the animation is effected by this rule to a certain extent. Specifically speaking, there are many cases where scenery seen from the main character's point of view must be used, and many times it is distinctly separated as to whether or not you can use objective illustrations of the main character and other characters. If we use too many scenes where the main character is objectively illustrated, we go farther and farther away from the rule that the main character is the player. And when this happens, the player feels more and more distant from being the main character, and will end up becoming a third person, objectively watching the game. In order to prevent this from happening, each scene must be considered individually.

—OPENING SONG LYRICS—

Original Japanese Lyrics

Far, far into the distant horizon
let's ride forgotten on wings in the wind.

Sometime we will surely meet -
as the charming future
beckons us on.

Let's start the journey
to a new world!
Open the door to a memorable legend!

—OPENING SONG LYRICS—

English Lyrics

In your dreams,
magical thoughts...

All things are real
unless you dream they're not.

In your dreams,
love is the plot
carried on wings of hope.

Each of our souls
intertwine, when we do.

Instantly we see it
the time to grow and be it
when everything is pinned on a hope.

Let rise the dreams of your heart,
that innocent youth
careless and kind.

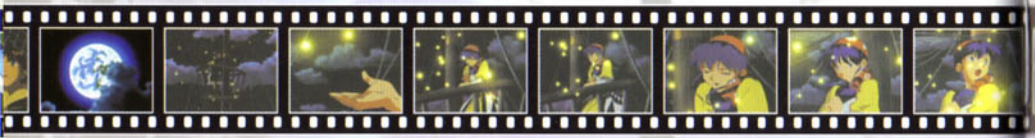
Free to roam the breeze in love
only when two
brilliantly shine as one...

BOAT SONG LYRICS

Original Japanese Lyrics

As traveling across the sea,
from the unknown country,
the wind passes gently behind my ears,
will you tell me if people live with the same bewildering feeling inside?

To love someone,
or to be loved by someone -
I wonder what those feelings are like?
I can only feel vaguely from afar.
I want to cherish the feeling that has just started inside me,
the fate trembles my heart like the wind.



BOAT SONG LYRICS

English Lyrics

Wishing on a dream that seems far off
Hoping it will come today.

Into the starlit night,
Foolish dreamers turn their gaze,
Waiting on a shooting star.

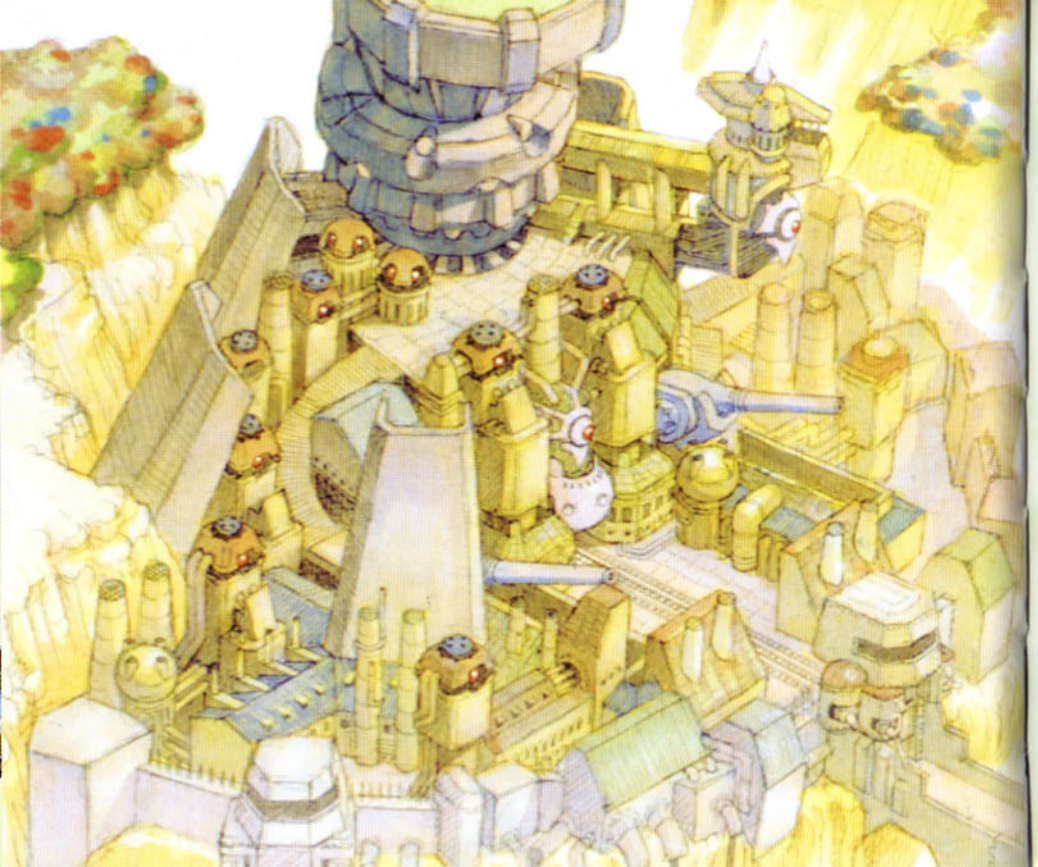
But, what if that star is not to come?
Will their dreams fade to nothing?
When the horizon darkens most,
We all need to believe there is hope.

Is an angel watching closely over me?
Can there be a guiding light I've yet to see?
I know my heart should guide me, but,
There's a hole within my soul.

What will fill this emptiness inside of me?
Am I to be satisfied without knowing?

I wish, then, for a chance to see,
Now all I need, <desperately>

Is my star to come...



—TOSHIYUKI KUBOOKA, ART DIRECTOR—

INTERVIEW – PART II

Q. What inspired the costumes for the characters?

A. I tend to get stuck in imagination for costumes, so I look through many fashion magazines and movies. Sometimes I just sit at my desk and squeeze out ideas. There isn't anything specific I can think of. I suppose the movies, magazines, and people in the city that I saw at that time inspired me. For instance, the blue scarf Luna wears is an idea I got from the strong impact I got from a nurse's outfit at the dentist I was going to at that time. I was hoping to add as many local features as possible, such as adding geometric patterns, etc. and I tried to study collections of fashions from around the world as well. I designed their costumes by arranging what I'd seen.

Q. Do you have a favorite character in LUNAR?

A. My favorites have changed as the years have gone by. At first I liked a character named Mia in Lunar 1. One reason may be because I like that type of personality, and another is probably because Mia was easy to write for me. I was very fond of Mia. As we continued to remake, Luna became easier for me to draw than before, and is becoming my favorite.

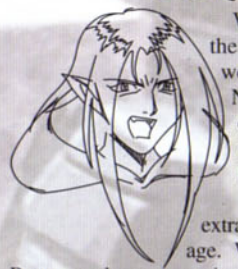
Q. What are the advantages of digital animation compared with animation from film?

A. The fact that it is possible to redo, and also that it is quick, are the merits. Usually for a film, you would send it to a developer, and there is a time period you must wait until it is done. But for digital animation, there is no such waiting time. Everything can be tested on the spot and can be seen right away, which I think is the main benefit. Also, there are some effects that can be done digital that are very difficult to do on regular film, and I think this is another great benefit. Usually, retakes after the film is developed makes the schedule very tight, but being able to check the outcome on the monitor beforehand, replaying the scene over and over, is a big merit.

Q. LUNAR is a very "bright" game, compared with the dark and sinister look of many other games. Do you prefer to create scenes with this look, or do you also enjoy darker looking designs?

A. The answers to both questions should be yes. I personally like bright atmospheres like that of Lunar, and I basically also like comical touches. I'm not suggesting that Lunar is comical, but I feel that I preferred to do this type of work all along. Looking back, I suppose that is my preference. Even so, there is probably a dark, evil side in me also, as there probably is in any human being.

TRANSLATION NOTES



Well, here we are again. It's been a long road to bring just the right remake of the LUNAR series to the US. Now, with LUNAR: Silver Star Story COMPLETE, we can finally say that you are playing or about to play the best version of LUNAR I ever created. Because LUNAR holds a special place in our hearts and in our company, we exhausted ourselves to make this the best possible conversion with the best-ever presentation in packaging. We think we've succeeded on both counts, but as always, you are the final judge.

Before I talk about the game improvements, let me talk about the packaging and extras. We literally scoured the world for the best possible components for this package. We looked at dozens of manual covers, board stock, foils, papers, ribbons, glues. Pretty much you name it, we evaluated it. The manual had to be the best. Initially, we wanted cloth-bound with foil stamping, but ran into problems in text-production because the foil didn't like to stick well to the cloth (you could rub it off with moderate effort). So, instead, we went with the leather-look vinyl, which held the foil much better and showed off the de-emboss of the PlayStation logo much better. The cloth map also went through many different iterations. We knew we wanted it to have an embroidered edge, but there were a multitude of cloth types and styles to sort through and literally only a handful of vendors nationwide up to the task of making them at the quality level we desired. The "Making of LUNAR" feature was initially supposed to take three months to shoot and edit. In all, it took about twice that, with the raw footage from two continents running at over 30 hours! And finally, the rearranged and expanded soundtrack, which really turned out to be quite special, had its share of tribulations as well. Remaking or expanding themes that many of you will recognize from the first version of LUNAR was a big job, and we took the task very seriously. Input on which tracks from the first game to bring back was accepted from our website message board (http://www.workingdesigns.com under the forums section), and via e-mail. Our biggest goal was to make a soundtrack CD that was listenable from beginning to end, with no "dog" tracks. One question people may ask regarding the soundtrack is "Why no track names and numbers on the label for reference?" This was a conscious omission to encourage people to listen to the CD as a whole, beginning to end, and not pick and choose. Don't hate us because we're control freaks!

Now, to talk about the changes made to improve the actual game. Again, since we really wanted to present the best possible LUNAR, we had a long wish list of changes. Most of the

TRANSLATION NOTES

changes made it in. First, we added dual Memory Card support. Then, we expanded the maximum possible number of saves per cart to fifteen from the initial limit of three. This way, if a player has two Memory Cards inserted, he can access up to 30 saves at any time. We added Analog support. Why Analog support in an RPG? Simple – no thumb-busting. The Analog pads make silky smooth control (especially diagonals) of the characters on the map and dungeon screens, while the Directional Buttons were left functional for menus, etc. The best of both worlds. But we didn't stop there. Dual Shock support was also added at key points in the game, and in the battle system. Initially, everything shook practically all the time, but we finally realized that just making the special spells shock worked the best because it provided a break in the shaking, which provided more "impact." Each spell has a special shock (shaking) sequence. All these sequences had to be hand-edited and synced, which was an arduous task given the imprecise nature of the dual shock system we implemented. By and large, the final implementation Dual Shock in LUNAR exceeded our expectations. Also, due to a request we received on our message board, we also added support for a second controller, so two friends can share control without passing a single controller back and forth. If two controllers are used, either one will work, but if both are accessed at the same time, the first controller always takes priority. Hopefully some of you find the implementation of this "special request" feature fun.

One thing we did remove was the short vocal clips that accompanied the bromide viewing. Initially, three of the girls had a short vocal clip that sang as the bromide was displayed. We decided to go with just audio only for two reasons. First, we weren't certain we could get the music source in time to re-record the lyrics into English, and second, the vocals in that section seemed really, really forced in English. It just played better with music only.

It seems like I say this a lot, but this game really is a new high-water mark for us. The translation process was easily the most difficult we've undertaken due simply to the sheer size of the text and audio involved in the conversion process. All-nighters were not uncommon during the text entry, reprogramming, and testing phases. Everyone worked really hard to make this the best possible conversion.

Enough about the behind the scenes stuff. Enjoy the game, the soundtrack, manual, and the movie, and be certain to tell us what you think! E-mail webmaster@workingdesigns.com or send snail mail to the address on the back of the packaging. We say it a lot, but we really mean it: We're nothing without you!

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WORKING DESIGNS®

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This is the first time in Working Designs history that we've included an in-depth walkthrough of the game within the manual. We've always believed that people who play role-playing games should actually try and discover everything for themselves—hence, the term "role-*playing*." On the other hand, there are those players who want to have everything spelled out for them, and these are the gamers we hope to embrace with this section. Not literally, of course. We love you, but not in that way.

There are several unauthorized LUNAR: Silver Star Story COMPLETE strategy guides available in bookstores and on the Internet. However, none of them feature official artwork, detailed maps, or any of the cool stuff that we've packed into our Official Strategy Guide. Also keep in mind that the other guides were based upon the Japanese version of LUNAR, not the U.S. version. Since we've changed the locations of certain items to make more sense, or add continuity, and added new in-game events, their information is wrong! That's another reason we decided to release the Official Strategy Guide…because no one wants to waste their money on a book that does them no good! (You should hear the calls we get from frustrated gamers who were unfortunate enough to buy an unofficial guide for one of our other games.)

The walkthrough on the following pages will guide you from the start of the adventure to (spoiler approaching) the point when Alex, Nall, Luna, Ramus, and Nash (spoiler imminent) board the Hispaniola and sail to Meribia (spoiler complete). The walkthrough will also let you in on a few of the intriguing secrets to be found on Caldor Isle.

Here are a few reminders before you proceed with the good read. 1) Not all of the Weapons, Protective Gear, Items, and Monsters are listed in this section—only those that can be found on Caldor Isle. The Official Strategy Guide has complete lists for every area of the game, along with a huge cross-referencing index. 2) This is an abbreviated excerpt from the Official Strategy Guide. In order to fit all of the information into the pages provided, we had to condense it somewhat. This means that the maps are smaller, and that some interesting but non-crucial data ("Retrochecks" which document the differences between the 16-bit and 32-bit versions of LUNAR, interviews with LUNAR's creators, locations of secret items, etc.) has been omitted. And that's the last of the disclaimers—enjoy the walkthrough!

SWORDS

These are used for hacking, slashing, slicing, and a touch of dicing.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash
Dagger	Basic pointed weapon	Attack +6	100s	✓	✓	✓	✓
Short Sword	Adventurer's blade	Attack +11	200s	✓	✓	✓	
Long Sword	Length DOES matter	Attack +16	360s	✓			

BOWS

These weapons launch projectiles with which to bean the bad guys.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash
Sling	Throws stones	Attack +4	60s	✓	✓	✓	✓
Poison Darts	Pointy projectiles	Attack +8	180s	✓	✓	✓	✓
Small Bow	For archers on a budget	Attack +10	320s		✓	✓	✓

SHIELDS

These vital items deflect attacks to protect your butt from harm.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash
Garbage Can Lid	Almost a shield	Defense +2	20s	✓	✓	✓	
Wooden Shield	Lumbering defense	Defense +3	100s	✓		✓	

ARMOR

The most important protective item you can buy. No, seriously.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash
Peasant Clothes	Everyday apparel	Defense +3	80s	✓	✓	✓	✓
Heavy Clothes	Cold-weather workwear	Defense +5	140s	✓	✓	✓	✓
Leather Clothes	Kinky yet comfy	Defense +7	220s	✓	✓	✓	
Leather Armor	Reinforced rawhide	Defense +9	260s	✓		✓	
Robe	Holy garment	Defense +11	400s		✓		✓

BANDS

They raise your defense and make your forearms look kinda cool.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash
Iron Armlet	Wrist guard	Defense +1	60s		✓		
Iron Bracelet	Heavy gauntlet	Defense +4	200s	✓		✓	✓

HEADGEAR

Protect your fragile noggin while making a fashion statement.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash
Bandanna	Lassos long locks	Defense +1	20s	✓	✓	✓	✓
Scarf	Silky, soft, and warm	Defense +1	20s		✓		
Hat	Orange chinchilla fur	Defense +2	24s	✓		✓	✓

HEALING ITEMS

When you're taking a righteous beating, it's time to use one of these health-restoring goodies.

Name	Description	Cost
Antidote	Neutralizes poison	20s
Herb	Restores a bit of HP	40s
Cleansing Water	Cures paralysis	60s
Angel's Tear	Revives fainted characters	600s
Star Light	Restores a bit of MP	1,000s

SPECIAL ITEMS

There's nothing ordinary about them. Some of these items are needed to advance in the game.

Name	Description	Cost
Dragonfly Wing	Escape dungeons	100s
Mia's Bromide 1	Nash's Treasure	N/A
Sea Chart	Detailed ocean map	N/A
Dragon Ring	Symbol of heroism (Defense +1, Magic Endurance +20)	N/A
Dragon Diamond	Priceless butt nugget	20,000s
Alex's Ocarina	Makes beautiful music	N/A
Flame Ring	Increases defense against water and wind attacks (Defense +1, Attack +1)	N/A

MONSTER DATA

The following pages go into frightening detail on the various monsters of Caldor Isle. After all, the key to defeating any enemy is to learn everything you can about him, her, or it. Take the time to become familiar with your foes!

Bosses are not listed in the Monster Data section; instead, their data is given in the walkthrough section of the Strategy Guide. This gives us more room to describe the different attacks that the bosses use, and how not to get killed by them.

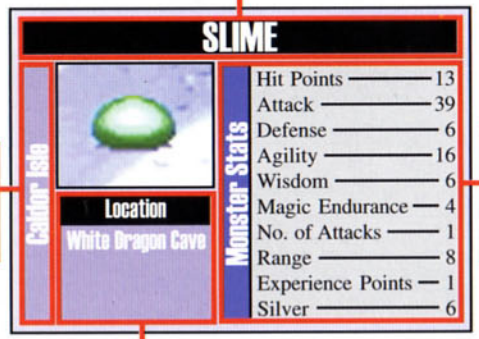
Here's a sample of monster data to show you what all those numbers and letters mean:

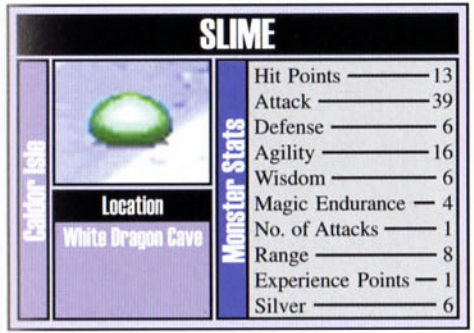
MONSTER NAME
Displays the name of the monster.

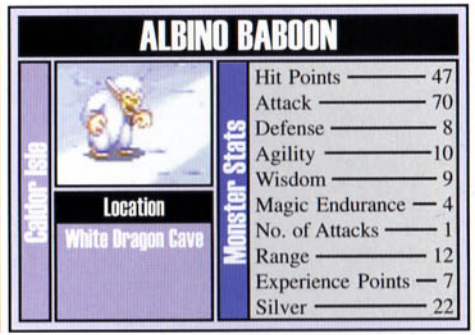
ZONE NAME
This is the zone of LUNAR's world in which the monster appears.

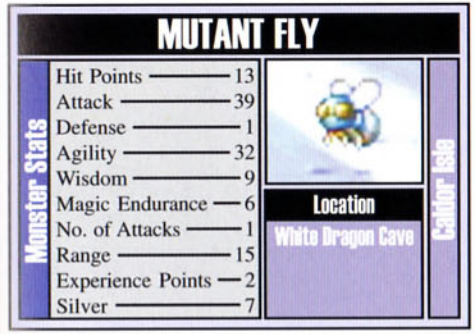
MONSTER DATA
These are the vital statistics that the monsters don't want you to see.

LOCATION NAME
This is the location within the zone where the monster appears.









FLYTRAPPER

Caldor Isle

Location: Weird Woods

Monster Stats

Hit Points	27
Attack	45
Defense	8
Agility	11
Wisdom	9
Magic Endurance	4
No. of Attacks	1
Range	14
Experience Points	4
Silver	9

GOBLIN

Caldor Isle

Location: Weird Woods

Monster Stats

Hit Points	41
Attack	58
Defense	10
Agility	15
Wisdom	13
Magic Endurance	6
No. of Attacks	1
Range	12
Experience Points	6
Silver	19

GORGON

Monster Stats

Hit Points	38
Attack	66
Defense	22
Agility	15
Wisdom	12
Magic Endurance	9
No. of Attacks	1
Range	12
Experience Points	9
Silver	40

Location: Weird Woods

Caldor Isle

SCYTHE SPORE

Monster Stats

Hit Points	26
Attack	68
Defense	25
Agility	20
Wisdom	24
Magic Endurance	18
No. of Attacks	1
Range	8
Experience Points	4
Silver	18

Location: Weird Woods

Caldor Isle

KILLER FLY

Caldor Isle

Location: Old Hag's Forest

Monster Stats

Hit Points	20
Attack	66
Defense	19
Agility	31
Wisdom	22
Magic Endurance	18
No. of Attacks	1
Range	18
Experience Points	4
Silver	29

KILLER WASP

Caldor Isle

Location: Old Hag's Forest

Monster Stats

Hit Points	34
Attack	60
Defense	21
Agility	22
Wisdom	22
Magic Endurance	18
No. of Attacks	1
Range	15
Experience Points	11
Silver	50

MANTLE RAPPER

Monster Stats

Hit Points	56
Attack	82
Defense	16
Agility	26
Wisdom	30
Magic Endurance	24
No. of Attacks	1
Range	14
Experience Points	10
Silver	32

Location: Old Hag's Forest

Caldor Isle

MUTANT ANT

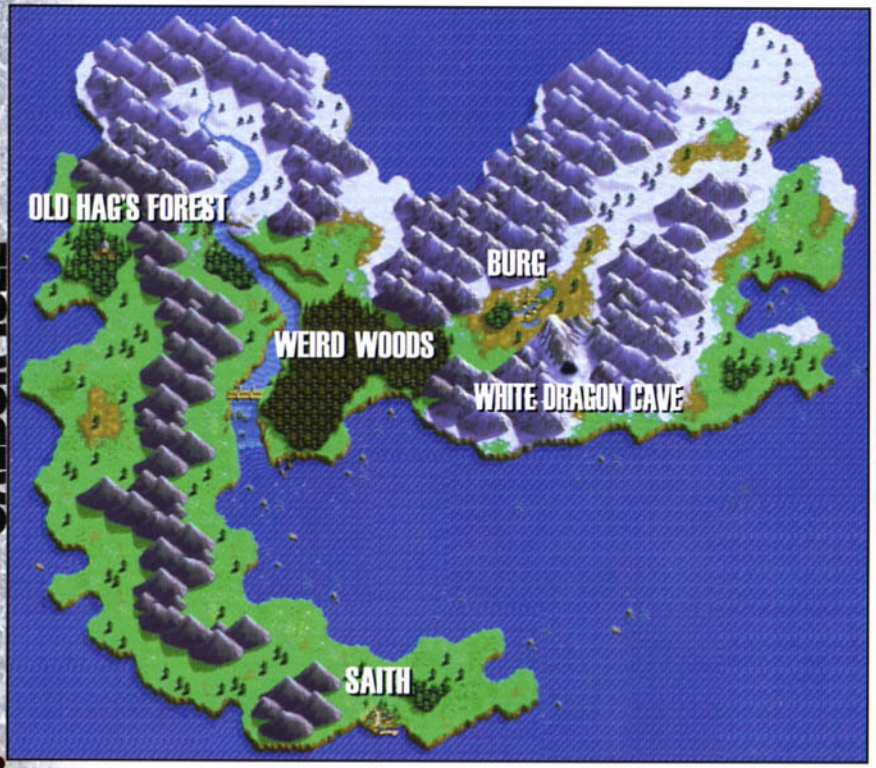
Monster Stats

Hit Points	20
Attack	70
Defense	35
Agility	11
Wisdom	20
Magic Endurance	18
No. of Attacks	1
Range	12
Experience Points	5
Silver	14

Location: Old Hag's Forest

Caldor Isle

CALDOR ISLE



DYNES MONUMENT

STORYCHECK A PRAYER FOR THE DEAD

You (and when we write "you," we mean Alex, for in the world of LUNAR, he is you and you be he) start the game at the solemn monument to the fallen Dragonmaster, located just north of Burg. Your moment of meditation with the deceased dude you idolize is swiftly shattered by the codependent Nall, who can't bear to be without your sweet love a moment longer. Awww, yeah! Nall also mentions that you're supposed to be making music with Luna. Awww, no! Leave the Memorial and walk south; the ground shakes (for the third time in a week, Nall mentions) just before the approach of the adventure-and-donut-hungry Ramus.

◀ "Alex, why don't you expand your horizons and start hanging out in graveyards?"

▶ Nall notes the recent and dramatic upswing in seismic activity. Could Burg be located near Redding, CA?

STORYCHECK RAMUS RAMBLES

Your best buddy has heard tales of a massive diamond within the nearby White Dragon Cave, and Chunkus Maximus figures the two of you should retrieve it. Hey, it's either embark on a great adventure or get a summer job rolling burritos at Taco Hell. Not a tough choice, man. When Ramus splits, follow him into Burg.

▲ Ramus isn't fat, he's big-bo...nah, he's fat. Not that he seems to mind his heft...

▲ Follow Ramus into Burg and you've already begun your great adventure.

ITEM SHOP

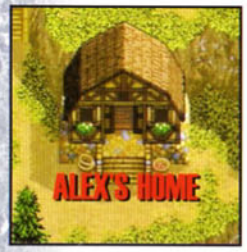
Herb	40s
Antidote	20s
Cleansing Water	60s

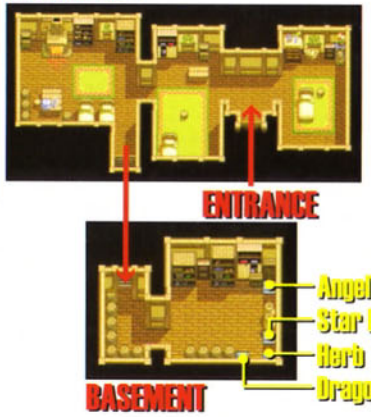
WEAPON SHOP

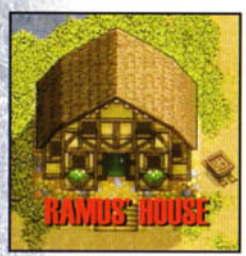
Short Sword	200s
Poison Darts	180s
Heavy Clothes	140s
Iron Armlet	60s
Wooden Shield	100s

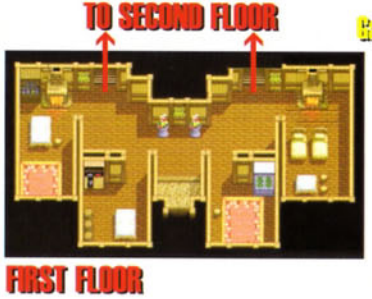
BURG

KEY HOUSES IN BURG









STORYCHECK HOME IS WHERE THE CHESTS ARE

Visit your house in the northwest corner of Burg and talk to Mom and Dad. (Dad's name is Noah, but Mom's name is strangely never mentioned.) Mom mentions that Luna is waiting for you at the Burg Springs outside of town. Has she answered your booty call at last? Take the time to fondle Luna's possessions and check out the basement while you're here. You can't open the chests yet, unfortunately.

▲ Ever the strict parent, Mom shoos Alex away to the Springs to toot his flute.

▲ What secrets could these chests contain? Mom's collection of lingerie? *Dad's* collection of lingerie?

STORYCHECK FIND LUNA!

As you cross the bridge, Nall hears Luna at the Springs and taunts you for being so late. Well, since you're already in trouble, you might as well check on Ramus, whose house is to the west of Althena's statue. Unfortunately, he ain't ready yet, and won't be until you find Luna. (There's a red chest in Ramus' room that's locked tight; you won't be able to open it, or any other locked chest, until considerably later in the quest.) Walk northeast past the watermill to Burg Springs.

▲ Nall's bad posture reflects his disappointment at Alex's thoughtlessness.

▲ Ramus is too busy doing an inventory count of Ding-Dongs to leave just yet.

STORYCHECK MAKING SWEET MUSIC

Walk north to find Luna la-la-laing her heart out. You whip out your instrument to join her in a quick jam session. (When read with a dirty mind, the previous sentence is extremely naughty.) After your shocking confession that you're headed for the White Dragon Cave, and after a futile attempt to guilt-trip you into staying, Luna decides to come along. She also suggests getting into those chests in the basement. Smart gal! Leave the Springs and return to Burg.

▲ "Freebird!"

▲ When Luna gives you the stink-eye, you darn well better listen to her.

STORYCHECK EQUIP EVERYBODY!

Return to Alex's house and try to open any of the chests in the basement. Luna helpfully suggests (again) that you talk to your parents about it. Chat with Dad, who acknowledges that you're a big boy now, and hooks you up with a Dagger, Sling, and Flame Ring. He also grants you permission to open the basement chests, and even gives you directions to the White Dragon Cave. (If he would give you the saddle for the cow, he'd be the coolest dad ever.) Go down to the basement and open the locked boxes for fun stuff.

▲ "Now, Alex, promise me that you won't run around the house with this...you could put your eye out!"

▲ A Dragonfly Wing and other things are all yours once Dad gives the okay to crack open the chests.

STORYCHECK VISIT THE WEAPON SHOP

Go to the Weapon Shop (which wasn't open for business until this point) and get ready for a choice. If you sell the Angel's Tear and Star Light you got from the chests—and you most likely aren't gonna need 'em—you'll have 800s, enough to buy one of every item and still have enough left over for a few Herbs at the Item Shop. If you wisely go for the trade-in, remember to sell your now-useless stuff—Dagger, Sling, Peasant Clothes—and don't forget to equip your new purchases.

▲ Sell off the Angel's Tear and the Star Light for big bucks and better equipment.

STORYCHECK TOUR THE TOWN

After you've equipped Alex and Luna with their swank new stuff, go to the village entrance and talk to Ramus until he joins you. At this point, you could head straight for the White Dragon Cave, but why not relax and talk to the kind folks of Burg before you leave? Among the more interesting people you can speak with:

★ The blue-haired boy in the southeast corner of the village, who asks Luna to sing for him. (Oblige the youth's request for a lovely *a capella* rendition of Althena's Theme.)

★ The grumpy guy on the second floor of the weapon shop, who wants his 30s back after being conned by Ramus. (Yes, this subtracts 30s from your total, but it's funny.)

★ The kids on the second floor of the house closest to the village entrance. Both of them think they're magicians, but only the boy's spells have real effects.

★ The chickens. Make sure to "speak" to them twice.

What we're trying to say is, talk to everyone when you reach each new location. You'll laugh, you'll cry, and you'll learn more about the world of LUNAR.

▲ The child clawed his ears out after Luna began singing "I Will Always Love You."

WHITE DRAGON CAVE

MAP A-1

MELT THE PILLAR

Alex automatically melts this pillar of ice with the Flame Ring his father gave to him. Now how did Dad know about *that*?

Check2 ⇨ P. 105

KEY ITEMS

DRAGON DIAMOND
DRAGON RING

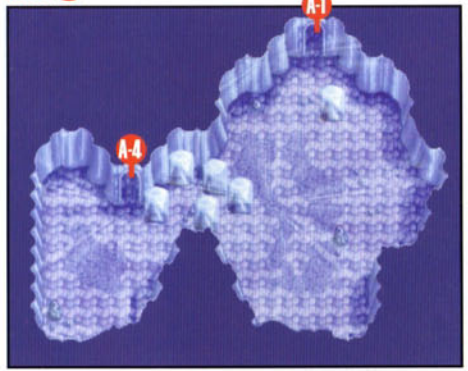
ITEMS TO FIND

4 HERBS
1 STAR LIGHT
1 250 SILVER

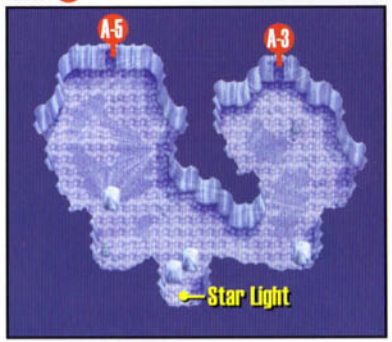
MAP A-2

Check1 ⇨ P. 105

MAP A-3



MAP A-4



MAP A-5

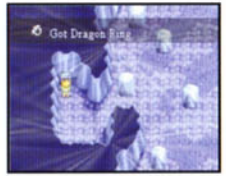
MONSTER MADNESS!

You'll experience the glory of combat for the first time here. You can get away with using AI every now and then, but you should try issuing commands manually at least a few times to get familiar with the interface. If Luna runs really low on MP and you still have a while to go before Quark's Lair, return to Burg, heal up (and buy better equipment for Ramus), and come back to try again.

Check1 ➪ THE DRAGON'S WHITE, AND THAT'S ALRIGHT

After Ramus' silly attempt to con a Dragon Diamond out of Quark, the very wise and very old dragon sends you into the dark depths of the Cave to fetch the Dragon Ring, and completely heals your party before doing so. Return the jewelry to him and you're given the Diamond, causing Ramus to void his bladder with glee; you're also given a second healing for the trip back to Burg.

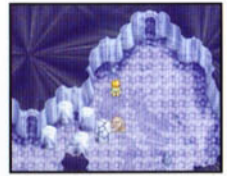
▲ Ramus is definitely not a master of negotiation.



▲ Does this mean Alex and Quark are engaged?

Check2 ➪ WHEN BABOONS ATTACK!

The Albino Baboons (or whatever term for "large, hairy creature" you prefer: Abominable Snowman, Sasquatch, Ed Asner) are strong enough to smash through the ice chunks that block the way to certain areas and chests, including the lock-box with the Dragon Ring inside. The catch is that you have to provoke the short-tempered beasts into charging at you. Approach a Baboon until it growls, then scurry behind (or near) the block you want removed, and revel in the wanton destruction of frozen water. If you foolishly kill a Baboon before he breaks the blocks you need him to, simply exit the area and come back to find a brand-new Baboon.



▲ "Ed Asner angry! Ed Asner smash! Aargh!"

STORYCHECK SECRETS AND LIES

As you return to Burg, Ramus gloats about the Diamond and Nall groans from exhaustion. Walk up to the statue of Althena and press the ⊗ button to heal the party. (This little sequence is here to enlighten you on the purpose of the statues, if you didn't already know.) Try to sell the Diamond at the Item Shop; the owner can't afford to take the precious jewel off your hands, but he and several other Burgians suggest you try the port of Meribia. Leave the Shop and Luna suggests you go home. As you cross the bridge, Ramus decides that you and he need a little privacy. After Luna goes home, Ramus convinces you to come with him to Meribia—and *not* to tell the ball and chain about your plans. When you're ready to rock and roll, walk west out of Burg and into the Weird Woods.

▲ The statue of Althena works even if your HMO won't cover it.

▲ The foul peasants of Burg can't afford to purchase the Diamond.

◀ Ramus explains how the female mind works. And he's absolutely right.

WEIRD WOODS

Check1 ⇨ LARGE GUT, NO GUTS!

The first time you explore the Weird Woods, Ramus reveals his shameful lack of boy parts by getting more and more frightened as you trudge deeper into the fog, eventually running back to Burg with his undies around his ankles. You have to return with Luna before you can travel all the way through the Woods.

◀ Either Ramus just broke wind or he's afraid of the Weird Woods. (Pray it's the latter.)

Check2 ⇨ SINGING IN THE FOG

After you run out of the Woods, you can't come back until Luna rejoins your party. As you re-enter, she sings a song that clears away the fog. If only clearing up Ramus's rump acne was so simple...

◀ Not even Luna understands how her powerful pipes manage to make the haze go bye-bye.

Check3 ⇨ KICKIN' BUTT, AND TAKIN' NAMES

In a large clearing near the end of the Woods, you're surrounded and attacked by a large group of beasts. Just before they strike, a chortling middle-aged man arrives and offers to help you kill the critters. If you turn him down, you fight an army of six Goblins and two Gorgons. Turn him down a second time and you fight another wave of six Goblins and two Gorgons. (Keep in mind that you don't get a pause to heal up between battles; all you can do is reply to the middle-aged man.) Just say no a *third* time and you fight a *third* wave of Goblins & Gorgons.

▲ The bearded beret-wearer offers his considerable assistance.

Check3 KICKIN' BUTT, AND TAKIN' NAMES (CONT.)

All three of these fights are much easier to win if Alex and Luna are at Level 10; Alex uses the Explosion Staff attack (especially effective when all the monsters crowd into the middle of the screen), and Luna uses the Tranquil Song to heal everyone at once. If you agree to let the man help you, he squishes the monsters like roaches under his heel: he's at Level 99, with 500 HP (!), and can slay three enemies in a single round of combat.

▲ Eeek! Monsters!

Luna gives you a scolding if you accept the man's help, but you gain plenty of experience (62 XP per battle) if you fight without it, so here's a good compromise: make it through the first two battles by yourself, then accept the man's help for the third battle. You get the XP for all three fights *and* make Luna grumpy.

◀ Alex once again manages to push Luna's buttons with his foolish actions.

STORYCHECK APOLOGY ACCEPTED

After Ramus scurries out of the Woods, return to Burg and walk back to your house. Ramus splits up with you at the bridge and, after an all-too-brief moment of humility, agrees to try and get through the Woods in the morning. Enter the homestead and talk to Luna; Nall accidentally spills the beans and severely annoys your gal pal. Talk to Dad about your travel plans; he suggests you make up with Luna. Talk to Mom and tell her "I'm sorry…my mind is made up." (or the other one—it doesn't matter) to receive a very cool 1,000s. Of course, this means you don't get an allowance again until you're 35, but hey. Speak to Luna again and apologize for your lies. Now she's coming with you to Meribia! Say your goodbyes to Mom (speak to her twice for a good laugh) and Dad to automatically go to sleep.

▲ Alex's mom gives her little boy every penny she has...what a sucker!

▲ After you beg and grovel, Luna finds it in her heart to forgive you.

STORYCHECK DREAMS AND DOUBTS

In the middle of the night, Luna has a disturbing dream, wakes up, and wallows in self-doubt. (Chicks…not only don't guys understand them, they don't even understand *themselves*.) She then hears soft music in the distance and walks to Dyne's Monument to find Alex blowing a happy little tune. Nothing relieves stress like playing with your flute, let me tell ya. After an innuendo-filled (not really) conversation, Luna returns home and Alex goes back to his haunting music.

◀ Luna and Alex discuss her fears of leaving Burg for the big city. Then they get naked. (No, not really.)

STORYCHECK CONFUSED CROONER

After Alex and Luna wake up and appear outside the house, talk to Alex's parents, then walk to the village entrance and talk to Ramus. Return to the Weird Woods, where Luna busts out a selection of phat tunage to clear away the fog. Everyone's extremely impressed—except for Luna, who doesn't know how her voice was able to do it. The mystery deepens, the plot thickens, and Ramus gets embarrassingly excited…

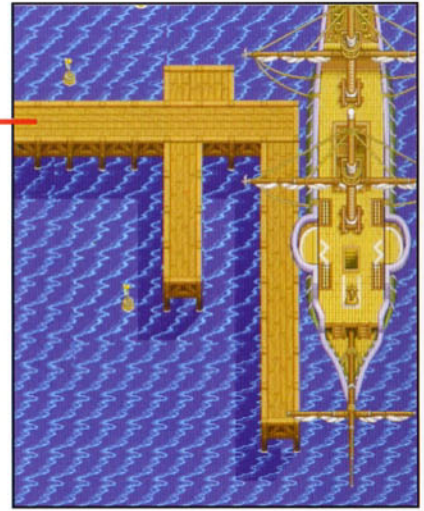
◀ Puberty has not been kind to Luna's mental state...

STORYCHECK WEIRD GUY IN THE WEIRD WOODS

As you approach the west exit of the Weird Woods, you'll meet (and most likely fight alongside) a thickly bearded and easily amused adventurer named Laike, who bonds with all y'all in front of a toasty fire, and learns about Alex's ambitions to become a Dragonmaster. But when you wake up in the morning, Laike is gone, and he's taken his old whiff with him. (If you needed his help in battle, Luna scolds you at this point.) Continue through the Woods and on to Saith.

◀ "And it'll also give you a serious case of the munchies! Ho, ho, ho!"

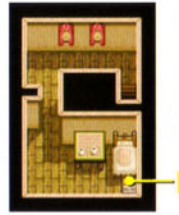
SAITH



WEAPON SHOP

Short Sword	200s
Poison Darts	180s
Heavy Clothes	140s
Iron Armlet	60s
Wooden Shield	100s

FIRST FLOOR



SECOND FLOOR

Protection Ring

STORYCHECK TALKING IS FUN

Walk around the town you've worked so hard to reach and speak to the citizenry. Of particular interest is the blonde old man residing on the second story of a house on the west side of Saith; he tells you all about the Four Heroes. There are also a couple of harlots who throw themselves at Alex, and a house in the southwest corner with a locked chest. You'll be back to open it. Oh, yes, you'll be back.

▲ "No, but we do know when we're about to read several plot points..."

▲ This locked chest pulls your pants down and taunts you.

STORYCHECK CAPTAIN CHOWDERHEAD

Enter the dockhouse at the south end of town (conveniently located next to the ocean) and talk to the Captain of the Hispaniola, a ship which routinely sails between Saith and Meribia. The Captain did a very bad thing: he gambled away the Sea Chart he needs to find his way across the ocean. (If he were a *real* captain, he'd just use the stars to navigate. Bah.) Talk to the harbormaster next; he thinks you can find Brett, the guy who won the Chart, at the nearby drinking establishment.

▲ The Captain doesn't have the prized Sea Chart, but he won't tell you what happened to it.

▲ The harbormaster, however, has no problem telling you how stupid the Captain is.

STORYCHECK BEAT BRETT BAD

After talking to the Captain and harbormaster, go to the bar (found just north of the dockhouse). Sho'nuff, the infamous Brett is gloating from his cozy seat in the northeast corner. Chat with the shifty fellow and agree to gamble by saying "I reckon we will." The grizzled gambler chooses to engage you in a dramatic game of…coin-flipping. Brett will beat you twice, no matter what you choose, and win 100s from you each time. After the second loss, Ramus deduces that Brett is cheating, and asks to challenge him again.

▲ You can't get the Chart until you accept Brett's coin-flipping challenge...

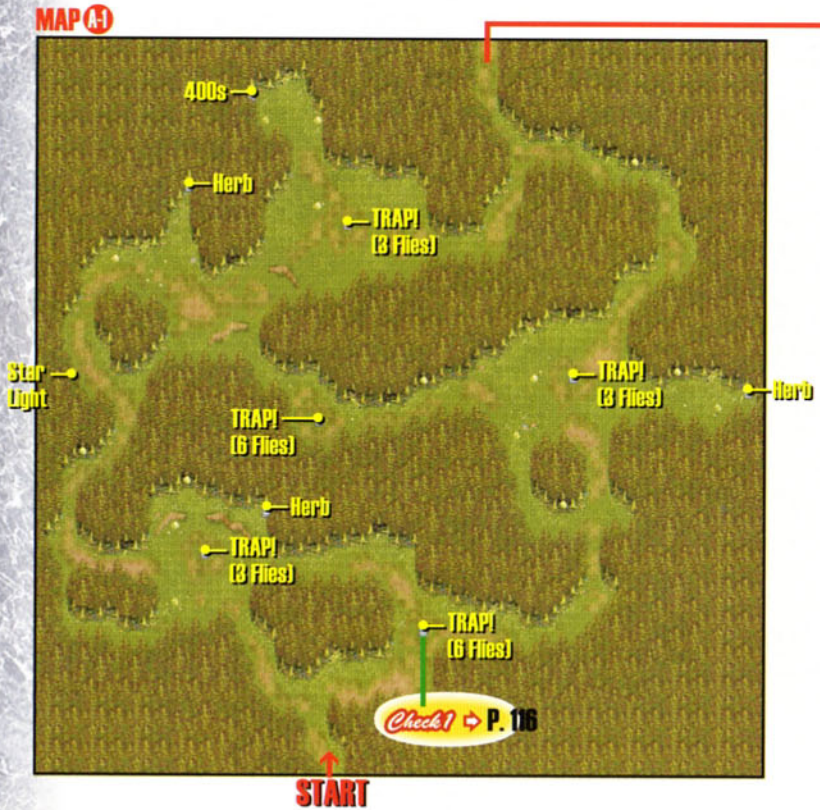
▲ But he'll win both contests no matter what you choose, 'cause he cheats.

Talk to the gloating Brett a second time and Ramus offers up the Diamond as a bet…then shoves Brett away from the coin and righteously busts him. The humiliated gambler (who suddenly loses his accent) gives you back the Diamond and the 200s. Talk to him a third time and he confesses that he traded the Chart to an old woman in the forest northwest of Saith. He hands over the Fortune Cane and suggests you try trading it back for the Chart. After giving Brett a few much-deserved pimp-slaps, visit the Saith Weapon Shop and upgrade your equipment, then leave town and hike northwest to the Old Hag's Forest.

▲ Ramus deservedly gloats over his triumph after Brett is busted...

▲ But you find out that the Sea Chart is in the hands of an old hag.

OLD HAG'S FOREST



ITEMS TO FIND

3 HERBS
1 STAR LIGHT
1 400 SILVER

Check1 ➡ BOOBY-TRAPPED CHESTS!

The Forest is the first time in the game you'll encounter booby-trapped treasure chests; in this case, opening a trapped chest summons one or two groups of three Killer Flies into the Forest. Of course, you might want to intentionally open the chests to fight mo' critters and build mo' experience points.

▲ What could be inside? A big pile of money or a chewy caramel center?

▲ Actually, it's a swarm of flies. The words "total bummer" come to mind.

Check2 ➡ TRAPPED LIKE A (MAGIC-USING) RAT

On the way to the Old Hag's abode, you find someone caught in one of the primitive traps on the pathway. Liberate the prisoner and he fills you in on his personal deets: his name is Nash, and he's a third-year disciple of the University of Vane with slightly chauvinist tendencies. Check out his inventory to find Mia's Bromide 1, a pretty picture of Nash's non-girlfriend. (This is the first of several Bromides in the game—and they only get better, we type with a lecherous grin.)

▲ Against your better judgment, you pick up the "trap" to reveal...

▲ A hairstyle that the lawyers of Bob's Big Boy will be very interested in.

◀ Raid Nash's inventory for the first of LUNAR's hard-to-find but *very*-worth-the-effort pictures of scantily-clad women (aka Bromides).

LUNAR DICTIONARY EXCERPT

bro•mide (brō'mīd) n. **1.** potassium bromide, used as a sedative **2.** a trite saying **3.** a picture of a scantily-clad chick (from the Japanese *promaido*, picture of a famous person)

Check3 ➡ BOOBY-TRAPPED CHESTS!

The Old Hag is waiting for you on the second floor of her humble home, but she doesn't want the Fortune Cane; she wants the Water Cane that Nash is holding. Ramus can't convince him to trade it for the Chart (although you should have him try anyway for fun); fortunately, Luna is more than persuasive enough. If, after receiving the Chart, you talk to the Hag three more times, she takes the Fortune Cane. No good deed goes unpunished!

▲ We cut the cannibal joke for this caption...it was in poor taste. (Heh.)

▲ Nash cannot say no to a beautiful woman. Get a backbone, man!

STORYCHECK SEE MONSTER?

Return to Saith after acquiring the Sea Chart; as you enter town, Luna notices how busy everyone seems to be. Return to the dockhouse and chitchat with the captain, who has another slight problem to share with you: a monster from the briny deep is eating his ship. Talk to him again and say "Yes, we are." to be escorted out to the Hispaniola, whereupon the Captain and his crew slip away like cold weenies. You can save the game just before walking onto the ship, or even return to Saith if you've lost your nerve (wussy). Make sure everyone in the party is at Level 11 or above (building experience in the Old Hag's Forest) before you confront the critter; anything less and the monster will most likely beat you like a redheaded stepchild. If you have Herbs and/or Star Lights you'd want to use in battle, give them to Ramus now. Also make sure you have at least a few thousand silver in the bank, as you'll be making an important purchase very soon.

▲ The Captain shares his latest personal crisis as you return to Saith.

▲ You quickly realize the Captain and his crew won't be helping you.

STORYCHECK BEAT THE SALINE SLIMER!

LUNAR has a unique way of determining the strength of the big, bad bosses: their combat stats (HP, Attack, Defense, Agility, Wisdom, and Magic Endurance) are derived from Alex's current experience level. This means you're gonna get a challenging scrap no matter how much you "power up" before a boss battle. For example, the Saline Slimer's "base stats" are: HP 80, Attack 2, Defense 1, Agility 1, Wisdom 1, Magic Endurance 1.

Boss Stats

Hit Points	80xAL
Attack	2xAL
Defense	1xAL
Agility	1xAL
Wisdom	1xAL
Magic Endurance	1xAL
No. of Attacks	2
Range	40
Experience Points	150
Silver	0

AL = Alex's current level

The base stats are multiplied by Alex's current level to determine the "final stats." Thus, if Alex was at Level 13 when fighting the Slimer, its final stats would be: HP 1040 (80 x 13), Attack 26 (2 x 13), Defense 13 (1 x 13).

…and so on. Confused? Then forget about the stats and focus on the strategy, since it remains the same no matter how strong the boss.

Since the party doesn't have many spells yet, you don't have very many options in this very first boss battle. **Alex** should use a regular attack in the first round (before Luna has blessed him with the Cascade Song), then the Sword Dance until he runs out of MP, then back to the regular attack (or use a Star Light on him). You could also have Alex cast the Vigor spell on himself if he's at Level 12 or higher. **Luna's** choices are slightly trickier, since she has five songs to choose from. For the first round, she should cast the stat-boosting Cascade Song on Alex. After that, it depends on the current situation. If only one character is really low in HP, use the Healing Song; if everyone's hurting, use the Tranquil Song; if everyone's healthy, have her attack. (Every little bit helps, right?) **Nash** should cast Thunder Magic over and over. **Ramus** should constantly attack and use items when they're needed. Before the battle, give Ramus the Star Lights and Herbs to heal the others.

How the battle goes depends a lot on what the Slimer attacks you with. If it sticks to slaps and Gelatin Breath, you can defeat it with your party at Level 11. If it attacks early and often with Mucus, you need higher levels and/or considerable luck to win. There's another giant factor involved: the Slimer heals almost 100 HP of damage at the end of each turn! This means Alex's Sword Dance is the only attack strong enough to do more damage than the Slimer can heal. Which also means that if Alex is trapped by the Mucus attack, you're screwed, dude or dudette.

▲ The Slimer heals up at the end of each turn.

STORYCHECK BEAT THE SALINE SLIMER (CONT.)!

Attack 1 When the Slimer is doing backward somersaults inside the sticky stuff, it's preparing to deal two low-damage slaps to one character.

◀ A somersaulting Slimer can mean only one thing...

◀ One of your party members will suffer several saline slaps.

◀ When the Slimer floats peacefully inside his bubble...

◀ He's preparing to hock a salt-water loogie at one of you.

Attack 2 When the Slimer is simply sloshing up and down, it's going to attack with Gelatin Breath, an explosive spitwad that does serious damage to one character.

Attack 3 When the Slimer is tilted upward inside the saline solution, it's about to unleash Mucus. One unfortunate character is bound inside a bubble of bile for several rounds, and he can't be freed with spells; he just has to wiggle around until he eventually breaks free. When one character is bound, it's bad; when two are bound, it's usually fatal.

◀ A smilin' Slimer (nice teef, by the way) means...

◀ A disgusting dunk in a big bubble of Mucus.

STORYCHECK LUNA'S DECISION?

▲ After careful consideration, Luna decides to diss you and return home.

▲ Then she decides to come along instead. Reunited, and it feels so good!

Having vanquished the Slimer and saved the ship, you hand over the Sea Chart and win a free trip to Meribia. When you get control of Alex, walk south and talk to Luna for a dose of heavy drama: she decides to stay behind and return to Burg. The screen fades out and fades in again to show Alex, Nall, and Nash setting sail the next morning. But as the Hispaniola starts to move, Luna changes her mind and decides to come along after all. She leaps across to the ship and is dragged aboard by Alex, who dislocates his shoulder in the process. What he won't do for this gal, huh?

THE ADVENTURE CONTINUES...

You've saved the Hispaniola from destruction, and you're about to set sail for the Katarina Continent. You're also on your own (shameless plug imminent)...unless you buy the **LUNAR: Silver Star Story COMPLETE Official Strategy Guide**! Not only does our humble book feature a complete full-color walkthrough, but it also features...

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